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SPECIAL
32 PAGE
ISSUE

SERIAL WORLD



HENRY BRANDON WILLIAM ROYLE
ROBERT KELLARD GLORIA FRANKLIN

ADAPTED FROM SERIAL BEARING SAME TITLE

Based on a Novel by SAX ROHMER

WILLIAM WITNEY, JOHN ENGLISH -- Directors

Original Screen Play by FRANKLYN ADREON, MORGAN B. COX,
RONALD DAVIDSON, NORMAN S. HALL, BARNEY A. SARECKY, SOL SHOR



DRUMS OF FU MANCHU

A
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- ★ SMASHING CONTINUATION OF "THE LOST CITY"
- ★ A NEW SERIAL BEING FILMED NOW!
"RETURN OF THE COPPERHEAD"
- ★ MORE LONE RANGER-MIRACLE RIDER-AUCTION

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VOL. 3, NO. 28

A Quarterly publication dedicated to the motion picture serial.

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OUR THANKS THIS ISSUE TO: Bobb Lynes, Jim Stringham, Mario DeMarco, Ron Vivian, Chuck McCleary, Eric Hoffman, John Cardello, Tom Weaver. Special thanks to Jim Stringham and Eric Hoffman this issue.

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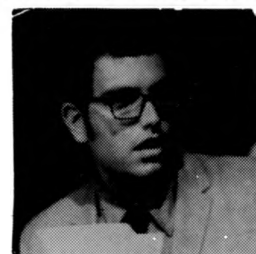
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SERIAL HOWCASE

BY JEFF WALTON

*EDITOR SERIAL
WORLD*



"Raiders of the Lost Ark" has captured everyone's imagination. Last October 5th on CBS TV here in the U.S. a special was shown saluting the stunts and stuntmen and makers of "Ark." During the course of the hour viewers were treated to footage from such great chapterplays as ZORRO'S FIGHTING LEGION, ZORRO RIDES AGAIN, "G" MEN vs. THE BLACK DRAGON, FEDERAL OPERATOR 99 and others. Again, we must hand it to the Producers who saw fit enough to salute these past action works of art in this very timely special. It has been long in coming, but recognition in this way has been the best form of flattery that the old serials could ever have. In this issue is an article on a BRAND NEW serial now being completed "RETURN OF THE COPPERHEAD" with fellow serial collector BLACKIE SEYMOUR involved in the production. We hope it takes off and will follow the progress as close as we can. A tip of the hat to Mr. JACK MATHIS, author of VALLEY OF THE CLIFFHANGERS & the forth coming REPULIC CONFIDENTIAL for his fine work with the RAIDER'S special on CBS. Jack served as Serial Technical Advisor. Next issue we will rate the top 10 serial heroes of all time. This issue looks at FU-MANCHU, MIRACLE RIDER, LOST CITY and more. We hope you enjoy it. Watch out for a new publication — THE SERIAL WORLD COLOR POSTER BOOK...See you next issue.

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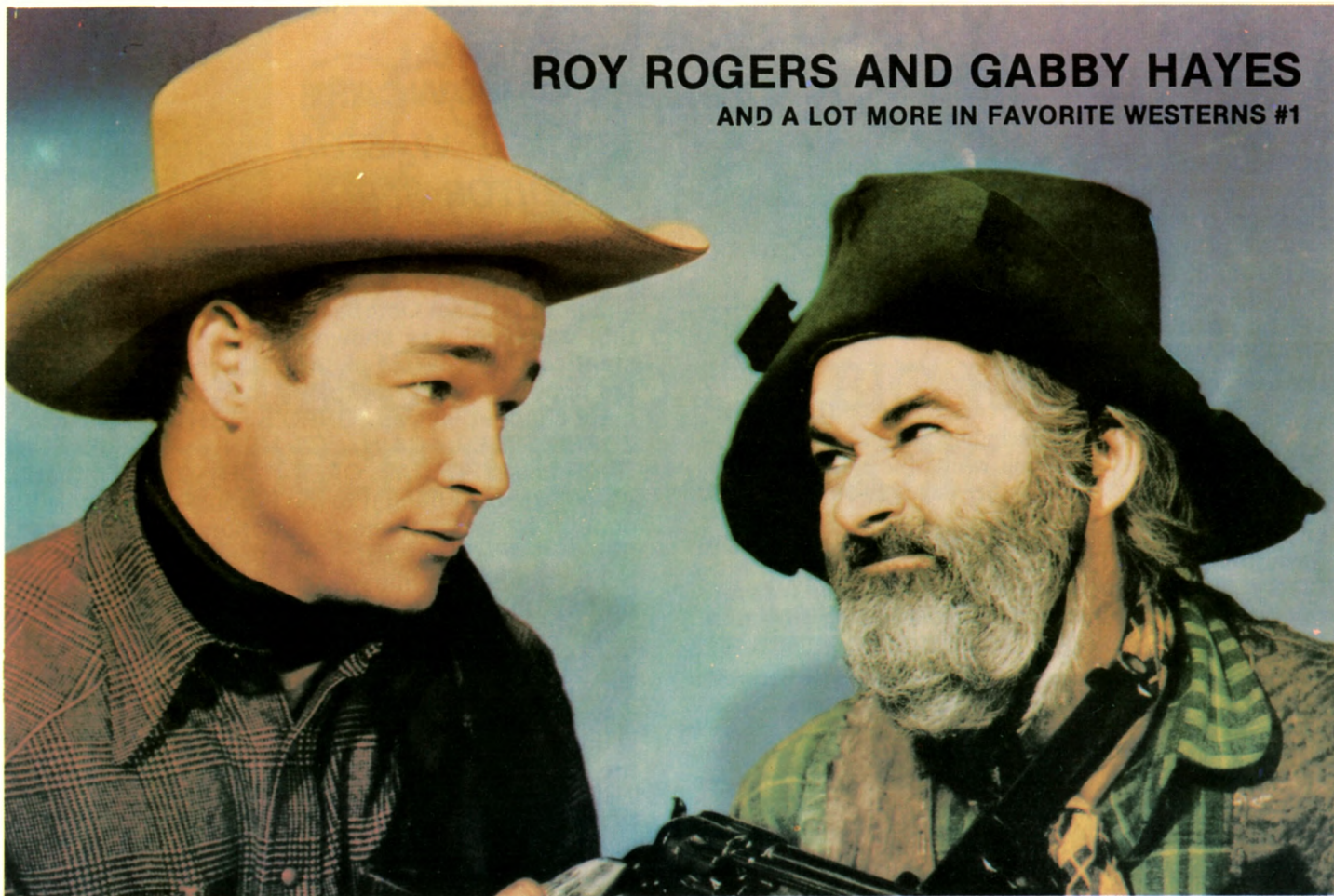
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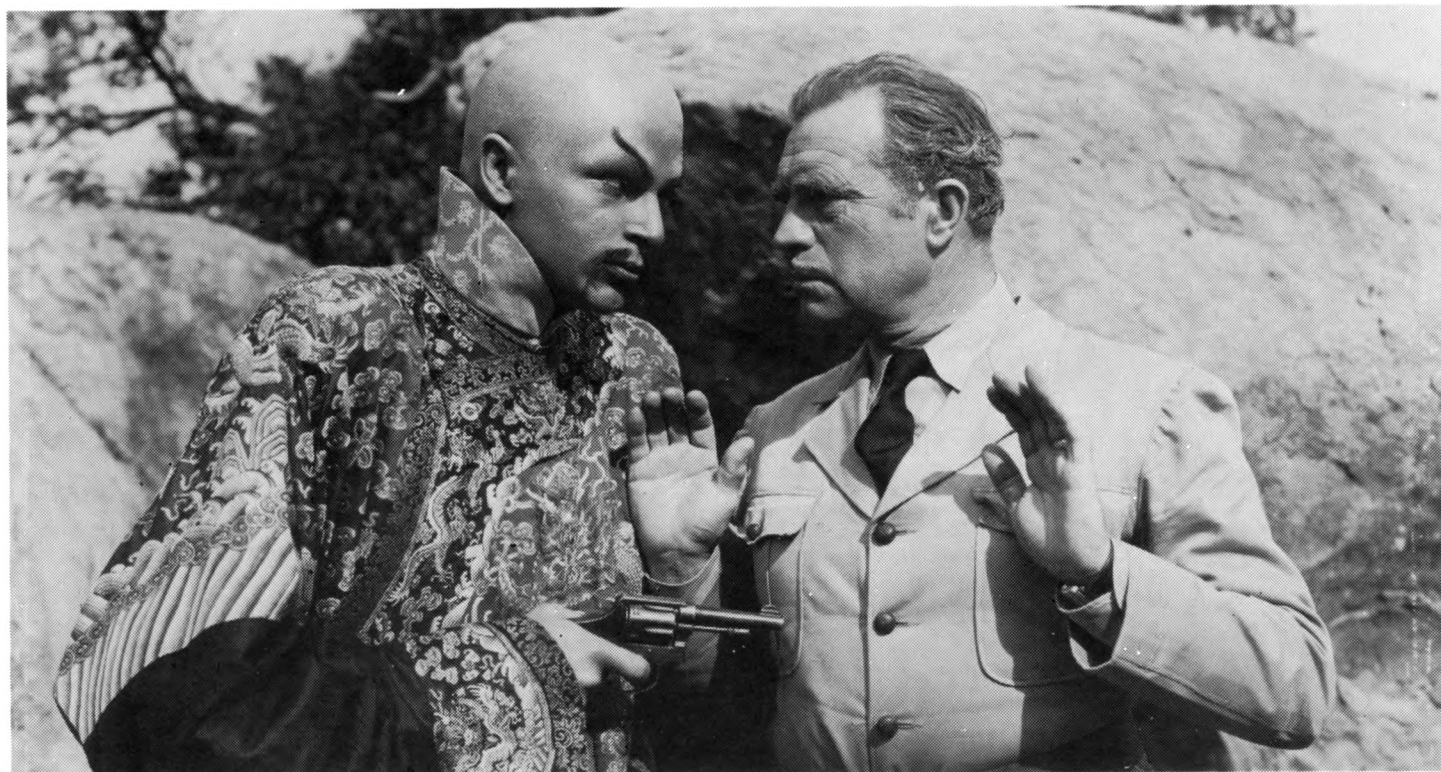
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DRUMS OF FU MANCHU

by Eric Hoffman
photos by
Jim Stringham



REPUBLIC PICTURES
presents

'DRUMS OF FU MANCHU'

Based on the characters & novel created by Sax Rohmer

Screenplay by RONALD DAVIDSON, FRANKLYN ADREON, MORGAN COX, SOL SHOR, BARNEY SARECKY, NORMAN S. HALL

Directed by WILLIAM WITNEY & JOHN ENGLISH

Music: Cy Feuer

Assoc. Producer: HIRAM S. BROWN JR.

CAST

HENRY BRANDON as DR. FU MANCHU
WILLIAM ROYALE as SIR DENNIS NAYLAND SMITH

ROBERT KELLARD as ALLEN PARKER
GLORIA FRANKLIN as FAH LO SUEE
OLAF HYTTEN as DR. PETRIE
LUANA WALTERS as MARY RANDOLPH
TOM CHATTERTON as PROF. RANDOLPH
LAL CHAND MEHRA as SIRDAR PRAHNI
GEORGE CLEVELAND as PROF. PARKER
JOHN DILSON as EZRA HOWARD
JOHN MERTON as LOKI

DWIGHT FRYE as PROF. ANDERSON
GEORGE PEMBROKE as CRAWFORD
PHILLIP AHN as DR. CHANG
WHEATON CHAMBERS as DR. HUMPHREY
JOHN PICCORI as PROF. KRANTZ

- | | |
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| 3. Ransom in the Sky | 10. The Drums of Doom |
| 4. The Pendulum of Doom | 11. The Tomb of Ghengis Kahn |
| 5. The House of Terror | 12. Fire of Vengeance |
| 6. Death Dials a Number | 13. The Devil's Tattoo |
| 7. Vengeance of the Si Fan | 14. Satan's Surgeon |
| | 15. Revolt! |

No. 1: Fu Manchu Strikes

Imagine an immortal fiend with all the cunning and treachery of the Orient, combined with a fantastic intellect. Put these factors together and you have the greatest super-criminal the world has ever known — Dr. Fu Manchu, who with his band of Dacoits — men operated on by Fu Manchu to become ruthless killers, led by Loki, his mute, fanged chief lieutenant — and his daughter, the equally evil but lovely Fah Lo Suee, plans to achieve world domination. The mad Oriental heads a secret society known as the Si-Fan, whose tentacles stretch everywhere.

On a stormy, lightning-illuminated night in a California city (apparently Los Angeles), Fu Manchu's chief enemy, Sir Nayland Smith of the British Foreign Office, has been pursued by Fu Manchu's men as he makes his way to a house belonging to his old friend Dr. Petrie. He narrowly escapes by a hurled knife, and when Petrie opens the front door, gets inside quickly. There, he tells Petrie that he is here to try and stop Fu Manchu, who was thought to be killed in Burma by Smith, from committing the most stupendous act of his evil career; the complete conquest of Asia and the annihilation of any man who stands in his way. When Petrie wonders how he can do this, Smith tells him of his experiences in Asia. After perfecting a disguise as a holy man, Smith wandered among the hill tribes, hearing their unrest, fanned by the words of Fu Manchu's agents, among them Ranah Sang. To aid Fu Manchu's cause, is the fact that this is the holy year to the hill tribes when a great leader will come to lead them. Smith tells Petrie that Fu Manchu knows the legend of the Holy Year and is after the item he needs to gain mastery of the hill tribes; the sacred sceptre of the great Ghengis Khan, which was buried with the Khan in his tomb. Since then, the tomb has been lost for over 700 years! Sir Lionel Barton, the famous archeologist and explorer was murdered by Fu Manchu and a scroll stolen from him; the scroll is one of three needed to find the secret of Ghengis Khan's tomb; and Fu Manchu will stop at nothing to find the secret.

At that moment, somewhere in the city, is a room which is used by members of the Si-Fan as a meeting hall. Amid mysterious surroundings, are the members of the Si-Fan council; a wealthy Chinese, a Hindu, a tribal Hill Chieftain from Asia and an American named Crawford. A tartar warrior enters and goes through a mystic ceremony, lighting a candle just by passing his hand over it. Then Fu Manchu himself enters; dressed in rich Oriental robes, his face is a study in evil. He has Ranah Sang tell of the success of the campaign of restlessness and then tell his followers that the Barton scroll is one of 3 needed for the secret of the tomb. The next item is hidden in the Dalai Plaque, brought to America by Prof. Parker, the famous archeologist. By morning the papers are screaming the news of Parker's kidnapping.

At Petrie's house, Sir Nayland Smith is questioning Parker's son, Allan as to anything that might provide a clue to his father's whereabouts. Just then, a phone call reaches Allan. It's from news columnist Wally Winchester, telling Allan to listen to the man's broadcast. The group turns on the radio and hears Winchester about to tell the location where Parker is being held! As he is about to do this, he is drowned out by the sound of drums — the Drums of Fu Manchu. Smith knows this is Fu Manchu's death signal. Later at the station, Sir Nayland, Allan and Petrie have joined the police, standing over Winchester's corpse. An examination by Petrie reveals to Smith Wally was killed by a poison, and further investigation reveals it was a gelaton poison dart that melted moments after it hits its victim. The dart was fired by a spring attached to the

diaphragm of Winchester's microphone, and the sound of the Drums of Fu Manchu acted as the trigger. The group then reacts as Allan mentions, at the name of Sir Lionel Barton, that his father and Prof. Randolph accompanied Barton. Petrie, Smith, Allan and a Sgt. Keller head for the Randolph Mongolian Foundation to head off a possible Fu Manchu attack.

At that moment, a mummy case is being delivered to the museum. What arouses the curiosity of Randolph and his aide Blake is that the case is locked. The arrival of Smith and the others takes the two men to Randolph's office. At this, the case opens, revealing Fah Lo Suee. She sneaks off to a stairway leading to the skylight of the building to opening it, admitting Loki and some Dacoits, who have climbed to the structure by phone poles and crossing over the phone wires. Outside, the museum, as Smith tells Randolph and Allan about the Dacoits, Sgt. Keller spots some phone wires vibrating. A Dacoit on the roof above drops a noose on the man and starts to choke him, but doesn't kill the man, just knocks him out. Inside the museum, the Drums of Fu Manchu sound, and Smith and the others prepare for an attack. Petrie rushes outside just missing Fah Lo Suee and some Dacoits, and finds Keller. Making sure the man is still alive, he rushes back inside to join Smith. The attack comes. Blake rushes to Randolph's office, only to be knocked out by a whitish vapor streaming from a suit of armor; then Randolph, who has been placed inside the mummy case, is carried off by the Dacoits. Meanwhile, Allan and Smith are fighting the Dacoits, Allan pursuing them to the roof penthouse where he chases



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Loki over the phone wires. Loki cuts them, and Allan swings into some heavy shubbery at the base of the building. However, the Dacoits escape, with Randolph their prisoner.

Smith now decides that they had better return to Winchester's office after talking with the station manager who tells him that he has found carbons of Wally's notes. There, the group starts to search for a clue to where Allan's father is being held by Fu Manchu.

At that moment, at a building in Chinatown, Randolph and Parker are being shown a combination laboratory and torture chamber, ready for instant use either way. Guarding the stairway out are two pillars which glow with an eerie light. This light is a disintegrating ray; anything passing between them will vanish immediately. Fu Manchu wants the scientists to reveal where the Dalai Plaque is, but the men refuse. He then decides to get mean and shows them an ancient but terrifying device; the 7 Gates to Paradise. A coffin like object covered with wire and separated into partitions that fit over the body of a man inside. Hungry rats are fed into one partition and gradually released further up. Invented by an ancient Mandarin, Lo Tah Pai, it is considered an achievement for a man to survive, or pass through, more than 3 'Gates.' Such is to be the fate of Prof. Randolph.

Meanwhile, back at the radio station, the search for the vital carbon is successful. With the address of Fu Manchu's hideout in their possession, Allan, Nayland Smith and the others head for the lair of the Oriental madman.

At that moment, however, Parker, seeing his friend Randolph about to undergo the hideout 7 Gates, breaks and agrees to tell Fu Manchu where the Dalai Plaque is. Randolph's daughter, Mary, is bringing it to the Mongolian Foundation from the Smithsonian Institute,

via the Sunrise Ltd. passenger train. Fu Manchu has Randolph freed and then tells the scientists that they will remain as his guests' until the plaque is in his hands. He then leaves, first de-activating and then reactivating the death-beam pillars.

The fiendish Oriental meets in his chambers with Fah Lo Suee and begins to outline his plan for securing the Dalai Plaque.

Meanwhile, Allan and Smith have arrived at the Chinatown hideout and break in, only to be attacked by Dacoits. The battle is wild as Allan makes his way to the torture chamber. Parker and Randolph, doubting the power of the light pillars, tested it with a chair, only to see it vanish in a puff of smoke. Now as Allan battles a Dacoit, they watch horrified as the Dacoit is hurled into the path of the light and disintegrated. Allan starts to join his father, but they warn him in time; the young man then shoots at one of the pillars, ruining the deadly mechanism. Father and son are reunited. Smith joins them and Parker and Randolph are about to tell our heroes of Fu Manchu's plan when a Dacoit, knocked out in the fight, comes to and hurls a knife. Parker pushes Allan aside and takes the death knife. Before he dies he tells Fu Manchu's plan and Mary's danger. Allan and Smith leave Randolph and head for the airport to try and ruin Fu Manchu's plan.

But the plan is already in motion as the Dacoits start to board the train; two drop onto it from a bi-plane piloted by Loki, while another is picked up in a mail sack. He knocks out the baggage clerk, while the two Dacoits make their way to the engine. The engineer is killed, and the fireman knocked off the speeding train. The passenger train is now running wild!

Meanwhile, Allan and Sir Dennis have taken off in a bi-plane and are over the train. Allan makes a daring transfer from the plane to the train and makes his way to where

Mary's compartment is located.

Mary, a lovely young lady, is asleep, with the Dalai Plaque in a briefcase beside her. The Dacoit from the baggage room sneaks into her compartment and starts to make off with the Plaque, but the girl awakens and tries to stop the assassin. He pushes her aside and locks the door of her room, so she can't follow. However, the Dacoit runs into Allan and a fight ensues. Allan is knocked out by the Dacoit who grabs the briefcase that was dropped in the fight, and rushes for the rear platform of the passenger car. Meanwhile, the train, running wild, is heading directly towards another train which is coming from the opposite direction.

Both trains collide in a spectacular moment of destruction with Mary and Allan aboard one of the doomed trains!

No 2: The Monster

As the train runs toward the approaching 2nd train, Allan regains consciousness as the Dacoit with the Plaque reaches the observation car platform. Allan grabs him, and gets the briefcase with the plaque away from the Dacoit. He then knocks the man off the train. He hears Mary's pounding on the door of her compartment, frees her, and together they leap from the train before the terrific collision...

At Fu Manchu's house, the Dacoit Allan knocked from the train is brought in by Loki to face a furious Fu Manchu. For failing his mission, the Dacoit is to be punished. Fu Manchu pushes a button at the side of his desk and a trap door opens under the unfortunate Dacoit. As Fu Manchu, Loki and Fah Lo Suee listen, there is a splash of water and a hideous scream. What is in that pit?

Now Fu Manchu turns to other matters. He must get the Plaque back before Sir Dennis and his friends learn its significance and can translate it. Fah Lo Suee states they must take it to someone to do this and Fu Manchu gets an idea. He sends one of his Dacoits, Pegai, to the Randolph museum. There, after climbing the side of the building to the window outside Randolph's office, the Dacoit holds a special amulet which acts almost like a TV camera, transmitting to the watching Fu Manchu and Fah Lo Suee, what is transpiring in Randolph's office via Fu Manchu's Water Mirror, which acts like a TV screen. As Allan, Sir Dennis, Petrie and Randolph are discussing the Plaque when Allan spots the Dacoit's hand and wrist at the window. He sneaks into another room while Smith and Petrie stealthily walk to the window and make an unsuccessful grab at the Dacoit's wrist. The Dacoit evades them, while Allan climbs out the window of the next room and climbs after the Dacoit who leaps to the ground. Allan follows and tackles the man. They fight with Allan subduing the killer. Smith and Petrie join him and as the Dacoit is handcuffed, all are unaware that all this is being transmitted to the furious Fu Manchu. Later, in Randolph's office, the group suspects a possible hidden compartment in the plaque. Allan finds it and reveals a small papyrus scroll.

The captive Dacoit, realizing the importance to his master, and still having the amulet, the purpose of which is unknown to Smith and his aides, turns it toward the group from where he is handcuffed and Fu Manchu receives what is going on at the meeting. He hears Randolph call up Dr. Humphrey, the curator of the Mongolian Division of the International Geographic Society, the only person familiar with the type of writing on the plaque-scroll — the Sixth Cuniform. Fu Manchu's plan forms and he gives Fah Lo Suee a special cigarette to give to Humphrey.

Later, at Humphrey's office, the disguised Fah Lo Suee

is showing Humphrey an ancient icon, which Humphrey identifies as genuine. Humphrey has been smoking and leaves his cigarette as he goes to show the Oriental girl some other items from the period of the Icon. Fah switches the cigarettes, and Humphrey smokes the drugged one. He is now under the power of Fu Manchu's incense of obedience. He is instructed to take the Plaque to a waiting car and go with the driver. When Allan and Randolph arrive, the girl hides behind a screen and watches as Humphrey leaves to get a Cryptograph Frequency Tabulator — a large blackboard necessary for translation. However, the drugged Humphrey locks Randolph and Allan in. Fah Lo Suee sneaks out by another door while Allan discovers the locked door. He and Randolph then see Humphrey going off in the enemy car. Allan climbs out via a fire escape and races after the car, reaching it in time to lie prone on the running board as it goes to Fu Manchu's hideout. There, Allan gets to a phone and calls Sir Dennis, giving him the address — 406 Clay. He then sneaks in via a cellar window. An alarm device alerts two Dacoits and they come to the cellar to attack Allan who knocks one of them out with his gun and battles the other, knocking him out. He then enters Fu Manchu's office-study as the Oriental and Humphrey prepare to start translating the papyrus. Humphrey, under Fu Manchu's control, tries to grab Allan, who is forced to knock him out. Then, as he takes the papyrus Allan is plunged into the water pit by Fu Manchu who closes the trap door. Now we see what killed the Dacoit earlier — a giant octopus! The tentacled horror seizes Allan and proceeds to pull him down, while Fu Manchu and his daughter are forced to enter a secret passage as Sir Dennis and Petrie arrive, passing over the closed trap door as they hunt Fu Manchu. Allan is doomed as he is dragged down by the octopus!

No. 3: Ransom In The Sky

When Smith and Petrie rush from the room, missing Allan's predicament and Fu Manchu's secret passage, Fu Manchu and his daughter return and prepare to get Allan's corpse and obtain the papyrus. However, Smith and Petrie head back and the two orientals are forced to go back to the passage. However, Smith spots the billowing curtains in front of the panel and he and Petrie search for the hidden spring controlling it. Smith finds the button on the desk that opens the trap door and presses it. Petrie is standing by the trap when it opens and sees Allan and the giant octopus struggling in the depths. Smith rushes over and empties his gun into the monster in time to save Allan whom they pull from the pit. Fu Manchu is furious, knowing he can't obtain the document and he and Fah Lo Suee leave via the passage for another hideout. Back in Fu Manchu's study, Humphrey is found, just coming too. Petrie suspects a hypnotic drug, but Humphrey, partly rational says he can still translate the scroll.

Later, at the Geographic Society, Humphrey proceeds to do so, while at the Si-Fan temple, Fu Manchu goes through a ritual that enables him to exercise his amazing mental powers to re-seize control of Humphrey's mind, ordering him to ask Mary to get the 6th Cuniform Key at the Randolph Foundation. Mary agrees, and Allan decides to go with her, afraid that while the 'goblins' may not get Mary, Fu Manchu might. At the Randolph office, they search for the book, and are attacked by two Dacoits. A wild battle ensues, during which one Dacoit gets away with Mary, while another attacks Allan with a sword. Allan grabs a shield from the wall and defends himself, but is hurled into the inner office and locked in. He breaks out as Fu Man-

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Our thanks to William Armstrong of Providence, R.I. for supplying us with this article.

COPPERHEAD



Cliffhanger hero is back in action as film rolls in Worcester

WORCESTER, Mass. — If you're in downtown Worcester soon and a speeding car comes roaring down a one-way street the wrong way with people firing guns out its windows at you, don't be alarmed. It's probably just a local movie crew filming *Return of the Copperhead* a 15-episode cliffhanger that producers describe as the first movie serial to be shot since Columbia bowed out with *Blazing the Overland Trail* in 1956.

Based on a character last seen in a 1940 Republic serial called *Mysterious Doctor Satan*, *Return of the Copperhead* features a black-masked villain named the Raven, a powerful weapon that can demolish whole cities, an investigator named Bob Wayne who dons a chain-link mask at the scent of danger to become the Copperhead, a pretty heroine and assorted thrills that range from exploding buildings to kidnappings and wild chases.

THE PERPETRATORS of all this mayhem are David Leary, an unemployed textile technician from Pawtucket who co-wrote the script and is starring as Bob Wayne/Copperhead, and Blackie Seymour, an expert on movie serials who operates a reference library of film history out of his Worcester home and who is the film's director, co-writer and one of its heavies.

Seymour's wife, Jane, (who goes under the screen name of Jane C. Moore because there already is an actress named Jane Seymour) plays Joan Parker, the heroine. Donna Leary, David's wife, who teaches language arts at Ponagansett Middle School in North Scituate, is the film's script supervisor, which means she times scenes with a stopwatch that dangles from a ribbon around her neck and makes sure props turn up in the same place in succeeding scenes which may be filmed on different days.

ON THIS BRIGHT summer morning they and Dan Amorello, who plays Bob Wayne's assistant are in Room

400 of the Commerce Building on Main Street preparing for a scene in which the three good guys discover that one of the sandwiches in their picnic lunch is actually a bomb that's set to go off.

The office is on loan for a couple of days from a local youth group. The filmmakers didn't plan it that way. Originally they asked only to use the door to the office because it faced the elevators and was equipped with a large panel of glass. (For the scene Seymour has added contact paper to the glass which gives it a frosted look, and is applying the legend "Robert Wayne, Investigator" with stick-on black letters.) But the tenants insisted that the small movie crew take over the office for a couple of days of shooting.

THE PRODUCTION has more or less depended on help that way — from actors who have donated talent in exchange for a percentage when *Return of the Copperhead* is released next year, to police who have donated time for traffic control to the people who own Worcester's buildings and parking garages and museums and who have allowed the moviemakers to shoot on the premises.

Donna Leary remembers the day they shot a scene atop a downtown garage and had people in nearby offices calling the garage switchboard to report that someone was being kidnapped on the roof. Seymour, who looks like a '30s movie gangster in slicked-back hair, dark clothes and black-and-white saddle shoes but who has a disarming smile that makes him resemble a friendly bulldog, mentions that one actor flew in from Chicago at his own expense to play a suspect. Jim Schoenberger, who runs a private film society dedicated to movie serials called the Cliffhanger's Club, couldn't let the chance of being in the first movie serial shot in 25 years pass by.

IT HAS BEEN, as you might guess, a very up-and-down kind of arrangement for the filmmakers, one that is filled with daily crisis. Not the least of their problems has been trying to find investors for the film, whose budget already has been bare-boned down to \$25,000 from an original estimate of \$84,000. So far, there have been no takers, though, and the crew has spent more than \$5,000 of its own money since starting shooting Aug. 6.

"We've talked to stockbrokers, lawyers and businessmen until we began to realize that if we went that route we'd never get it done," says Leary, a solidly built man with slicked-down hair that makes him look like the movie serial heroes of the '40s. "So around the end of June we decided that we'd do it no matter what."

Despite slim funds the crew managed to shoot 2½ hours of film in the first three weeks of production, much of it at night when they started at 7 p.m. and finished at 6 the following morning. Two-and-a-half hours of film already in the can makes a big dent, even in a 15-episode serial where each segment will run a little less than a half-hour.

"Every time we turn around it looks like there's no way we're going to finish it. And then we turn around again and it looks like there's no way we're not going to finish it," adds Leary.

IT'S NOT AS though the company has only just started work on *Return of the Copperhead*, however. Leary and Seymour began writing it in May of 1969 when Leary was still in high school. "It has been revised continuously across those years, sometimes at the drop of a hat," explains Leary with a chuckle. In the early years Leary and Seymour even started casting the film, which is how they met their wives, both of whom tried out for the leading role of Joan Parker back in the early '70s.

RETURNS

"LOOK GANG, A NEW SERIAL IN OUR FUTURE

Several months ago, when Leary was recovering from an automobile accident which threw him out of work, he decided to do a clean copy of the script as a birthday present for Blackie and "get it out of my system because it has been on our minds for a decade. And in preparing it I realized that we were in a position to finally do this."

Once they decided to go through with it they asked Amarello, an Emerson College senior, to take a leading role in the film. Thinking that it would never get off the ground, Amorello agreed, but started a summer job with his father's construction company. Then "all of a sudden Jane called and said, 'We're ready to start shooting. Do you have your lines learned?'" Time and show business wait for no man.

The crew still is casting some minor roles. A maintenance man at the Commerce Building became a heavy because he was available and they knew how to get in touch with him. They remembered the night one of their heavies didn't show up on time and they discovered him drunk in a bar. "We've got 50 roles in the film," says Leary, "half of which are N.D. — no dialogue. An N.D. heavy means that his role is brief and his function is to die. He comes on when there's a gunfight and by the time it's over he's dead."

RETURN OF THE COPPERHEAD has its roots in the serials of the '30s and '40s and even will incorporate stock footage from those early serials. On Bob Wayne's desk is a photograph of David Wilcox, an actor who played the Copperhead in 1940's *Mysterious Doctor Satan*. That film was a last-minute reworking of a Superman script that had to be revised when Republic Studios discovered it couldn't get permission from a comic book company to make a Superman serial. Yet the look of the 1981 version is contemporary.

"The old cliffhangers," says Leary, "were more interested in how good the stunt looked at the end of the chapter than how it looked coming out of it in the next episode." In those days writers toyed with audiences by getting the hero out of an impossible stunt the following week with time to spare for lunch. Instead of the easy way out, Leary and Seymour worked out 14 cliffhanger endings and then built the plot of the rest of the film around them.

Seymour explains, for example, that in Episode 6 of the *Copperhead* is running across a catwalk in an old factory that is about to be blown up. He has 4½ seconds to escape between the sound of the first explosion going off and the next explosion. As Episode 6 ends, the audience will see the explosion from outside the building. At the start of Episode 7 they'll see what went on in those 4½ seconds as the *Copperhead* dives off the catwalk, grabs a rope and swings like Tarzan to smash through a window to escape in time.

BY NOW IT IS early afternoon and time to rehearse the first scene of the day, something that has taken the moviemakers about 90 minutes to set up. A pair of quartz lights, usually used outdoors only, illuminate the scene — striped yellow wallpaper, a gray desk, green rug, red telephone, blue picnic hamper and famous office door. When the scene opens the camera will follow Leary, Jane C. Moore and Amorello into the room. They'll discuss their frustration at the lack of clues to the identity of the Raven and then will opt for a lunch which includes the bomb sandwich. The scene runs 27 seconds and after three run-throughs that take 10 minutes, Seymour shoots the scene from behind the camera which is crammed into a corner of the office.

"I'm more at home in front of the camera than behind it," the director admits, "but I'm the only one who knows the look I want for the film. Fortunately I can picture everything in black and white. I'm a seat-of-the-pants moviemaker and David is very technical. I think we complement each other very nicely."

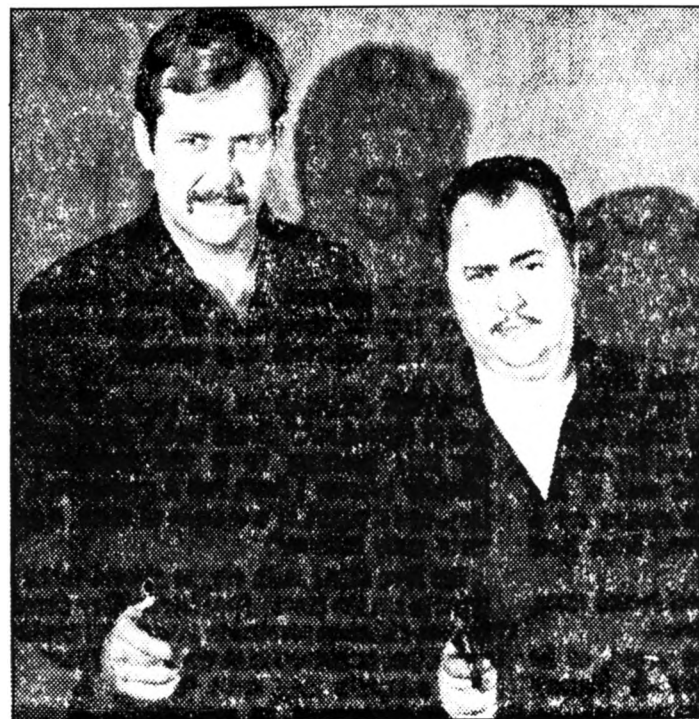
The shoot is labeled a success even though the camera runs out of film before the scene is finished. Seymour says it doesn't matter because the last seconds will be picked up in other shots anyway. He says his ratio of what he shoots to what will be used in the completed film is very close and that he rarely shoots more than one take to a scene. The film is shipped to Chicago for processing "because we got a good deal at the lab there."

LEARY HOPES to wrap up shooting late this fall and then work on editing, post-dubbing, miniature work and process photography during the winter. "The earliest it will be ready is the spring of next year and the very latest will be next summer," he says hopefully.

But where will it be shown? There are reasons why serials haven't been produced in 25 years and they have to do with both the rising costs of production and the fact that theaters simply stopped booking extra attractions and opted for main features alone. Weekend children's matinees, in which serials found a home, have been dropped by most theaters.

However, the moviemakers are hedging their bets, producing each episode at less than a half-hour length so they can fit inside a half-hour TV time slot. The station would simply add commercials. They've already talked to the TV distributor who holds the rights to the old Republic serials, which are rarely seen anymore because they are dated, trying to interest the distributor in packaging their new serial with the old ones. There's also talk of trying to interest second-run theaters or drive-ins in booking *Return of the Copperhead* as an added inducement to ticket buyers.

"MAKING A SERIAL is unrealistic," says Seymour with a laugh. "But the good part is that if theaters are willing bring them back, we have the only one."



Drums of Fu Manchu (cont.)

chu's car, with Mary, Loki, and a Dacoit, drives off. Allan gives chase in his own car. The pursuit leads to a winding road, but Allan has to stop when he spots the enemy car parked lengthwise. He stops in time and finds a note demanding that he be at the Randolph Foundation at midnight to ensure Mary's well-being.

That night, Allan, Smith, Petrie and a worried Randolph await midnight. As the clock chimes, Fu Manchu enters the office and proposes, in his own suave, but sardonically polite way, a trade; Mary for the scroll. Smith talks with Allan and Randolph and agrees, getting Fu Manchu's word that he will keep his part of the bargain and no harm will come to Mary or Allan. Fu Manchu agrees.

Allan goes with him carrying the scroll. They arrive at an airfield and enter a private plane, piloted by a Dacoit. Mary is locked in the rear compartment and spots something that gives her an idea — the fuel line. She proceeds to go to work on it, breaking it.

The plane takes off with Allan and Fu Manchu aboard. They complete the deal in mid-air and Mary is produced. Fu Manchu then proceeds to live up to his part of the bargain by providing the young couple with parachutes so they can bail out and land safely. However, the Dacoit pilot spots the fuel gauge going to zero. He informs Fu Manchu who goes to the rear compartment to investigate, finding the sabotaged fuel line. Mary did this deed to kill Fu Manchu once she and Allan had bailed out. Now, furious at the betrayal of the agreement, Fu Manchu takes away the parachutes and he and the pilot prepare to bail out. Before he goes out the door he reminds Allan and Mary that honor in his country is a sacred thing and those who betray it perish. And with a sardonic 'Happy Landing' he bails out. The plane's fuel supply runs out near a large mountain.

While Fu Manchu parachute to earth, where Fah Lo Suee is waiting to pick him up (Fu Manchu having radioed her before he bailed out), Allan tries to nose the plane over the mountain to avoid a death-crash. However, he almost makes it until the plane's wing is sheared off by some rocks and the air ship crashes amid the rocky terrain with Allan and Mary aboard!

No. 4 — The Pendulum Of Doom

As the plane heads for a crash, Allan has Mary get to the back of the cabin and maneuvers the stick so that the plane is not totally destroyed when it crashes. Amid the wreckage, he and Mary have survived. Allan comes to and carries Mary away before the airship bursts into flames.

Fu Manchu is picked up by Fah Lo Suee and tells her of the success of obtaining the scroll. They head back for the Si-Fan temple where the members of the council are waiting. There, Fu Manchu informs them that the papyrus tells of a 3rd scroll needed.

At Randolph's office, Smith tells the disheartened Allan and Mary that they haven't actually lost the scroll since Smith had a photostatic copy made just in case. Humphrey translated it and it revealed that the next vital document was in the Kelba Khan tomb, the contents of which were brought to America. Randolph says they are in the possession of oriental importer, Dr. Chang. Suspecting Fu Manchu may have realized this, Smith phones Chang to warn him. The Oriental dealer receives the warning, but as he hangs up the phone, Fu Manchu and Loki enter. Fu Manchu politely demands the Kelba Khan document, but Chang refuses. Fu Manchu's mask of politeness drops and he has Loki tie Chang up, preparatory to some fiendish

way of making him give over the document. An arrow-cannon device is set up so that the trigger is connected to a rope which is in turn connected to three potted plants, over a beam. Loki then proceeds to hurl knives at the ropes. When the last rope is cut, the arrow will be fired at Chang. His life is literally hanging by a thread.

As Loke prepares to cut the last rope, Smith and Allan arrive outside, but are attacked by four of the Dacoits. Fu Manchu switches the cannon so it faces the door and rigs it so anyone opening the door will be impaled by the huge arrow. Smith and Allan beat off the Dacoits and head into the building, while Fu Manchu and Loki escape by a rear door. Chang has been bound and gagged and can only watch as the door to his office opens. But instead of Smith or Allan it is a Dacoit, searching for his master, Fu Manchu, who is killed by the arrow. Smith and Allan free Chang.

Meanwhile, Fu Manchu has sent two Dacoits back to spy on Chang's office and find out what his enemies have learned. The Dacoits hear Chang tell Smith and Allan that the document refers to an inscription in the Temple of the Blind Dragon which needs the Kardac segment to be completed. The segment is owned by Ezra Howard, an eccentric recluse who lives in Sonoma. Just then, the Dacoit outside Chang's office window falls and Allan and Smith spot him scurrying off to join his companion in a car. The Dacoit is wounded by Smith, and

They finally spot the car in front of a building in Chinatown. Smith and Allan separate, Smith heading for the rear, while Allan makes his way through the front. In the rear as Smith goes up some stairs leading to a landing, he is attacked by a Dacoit and in the fight, both fall through the railing and crash to the street where they lie unconscious.

Allan, meanwhile, has entered a hallway, and then comes into a dungeon where he confronts Fu Manchu, holding the madman at gunpoint. However, Fu Manchu stalls until he can press a button on the floor of the dungeon with his feet. A huge net drops over Allan and he is seized by two Dacoits.

Fu Manchu then demands that Allan tell him what Chang told him and Smith; the Dacoit who overheard this died before he could tell Fu Manchu. Allan refuses and Fu Manchu prepares to use torture. But instead of his Oriental specialties, Fu Manchu decides to use a device copied from Poe's Pit and the Pendulum. He has Allan tied to a platform and the pendulum-blade is made to start swinging. The Dacoits, at Fu Manchu's command, operate a jack which raises the platform to the swinging pendulum. Allan still refuses to tell Fu Manchu what he knows and Fu Manchu orders the platform raised again. The pendulum comes down for what seems to be the death stroke that will end Allan's life!

No. 5 — House of Terror

Outside Fu Manchu's dungeon-house, Smith regains consciousness, and, gun drawn, enters Fu Manchu's lair. He hears Fu Manchu talking to Allan and breaks into the torture chamber in time to halt the death swing of the pendulum. As he covers Fu Manchu and his Dacoits while freeing Allan, one henchman turns out the lights. In the confusion, Allan and Smith get outside, but are attacked by a Dacoit when they head for one of Fu Manchu's limousines. Smith knocks the man out and they handcuff him, taking them with him. Their first stop will be at Randolph's to tell them Chang's message and then they will drop the Dacoit at the police station. When they leave, the

Dacoit manages to reach over to the short-wave radio in the front of the car and turns it on to communicate with Fu Manchu. Fu Manchu tells him to leave the set open.

Inside the Mongolian Foundation, Smith and Allan have told the others of Howard and the Kardac segment altar stone. Randolph re-arrirms Chang's analysis of Howard. However, Smith and Allan are determined to go there themselves and get Howard to let them have the segment to get it away from Fu Manchu. In the car as they drive to the police station, Allan spots the open radio and he and Smith concoct a plan; they say the segment is at the historical museum. Allan will go there, while Smith will take the Dacoit to the police and then go to the British Consul to report.

Fu Manchu and Fah Lo Suee have heard this and fall for it; Fu Manchu has Loki start to assemble the Dacoits. At the Museum, Allan is conferring with Anderson, a meek-appearing little man, who is the curator. Anderson has gone into the plot with evident relish, wrapping a brick up to serve as the 'segment.' However, after checking with planted policemen, led by Tommy-gun carrying Lt. Corrigan, Allan and Anderson are being observed by some of the historical 'statues' which are Dacoits in disguise. Allan then tells Anderson of Smith going to Howard to try and get the segment. But one of the Dacoits, disguised as a Tartar statue has the magic amulet with him and what Allan has said is transmitted to Fu Manchu via the 'water mirror.' Fu Manchu is furious, and then prepares his own surprise.

As Allan and Anderson wait, the Drums of Fu Manchu sound, and one of the statues, with a scimitar, is about to kill Allan. Anderson spots this and pushes his friend aside in time. A wild brawl ensues in which all sorts of weapons, including a battle-axe held by Allan, are used. Eventually, the heroes emerge victorious when Anderson gets to the burglar alarm and Lt. Corrigan and his men appear.

Allan rushes to his car to warn Smith and Howard that Fu Manchu knows, particularly when it is found one Dacoit escaped.

At Howard's home, guarded by vicious dogs and an omnious servant, Smith finally manages to convince the eccentric Howard to let him have the segment. Just then the Drums of Fu Manchu sound. Allan arrives at the Howard estate as a storm has begun, and is attacked from behind by a Dacoit with a thuggee cord. He is pulled to the ground!

Inside Howard's study, the sliding door opens, and the lights are turned out. Howard's servant has been knocked out, and a Dacoit attacks Smith. Both men fall to the floor and the Dacoit slithers away, while Smith lies there, apparently killed.

Fu Manchu appears in the sliding doorway, the Kardac segment in his possession. He seems to have won!

No. 6: Death Dials A Number

Allan manages to escape the Dacoit noose and does battle with his attacker and another Dacoit. Smith wasn't killed either and goes for his gun. Howard has been knocked out in the chaos and awakens as Smith rushes out after the Dacoit with the Kardeck segment. However, in his flight, the Dacoit drops the altar stone in a patch of muddy earth and Fu Manchu has him retrieve. Allan is battling a Dacoit as is Smith when the Dacoit call comes over and their enemies flee. However, Smith stops pursuit when he sees that at the spot where the segment was dropped, a perfect imprint of the segment is left. He plans to get some plaster of paris and have a moulage made of it from which Randolph can translate the inscriptions. At Randolph's office,

the scientist affirms that the stone is the vital key to the Tomb of Ghengis Khan, but it must be fitted into the altar to get the rest of the message and find the location of the tomb. However, the group realizes that Fu Manchu has the same information and must be prevented from taking off by plane for Asia, unless he has already done so. Thus, Smith contacts the police and has them form a wide dragnet for Fu Manchu. Then he divides his forces. He'll work with the Highway Patrol, Petrie with the Harbor Squad, Randolph the Union Station and Allan the airport.

At the airport, Fah Lo Suee, wearing a different suit than her usual outfit, and a veiled hat is buying a ticket for Mexico when she spots Allan. Alarmed she phones Fu Manchu and informs him of the trap. Fu Manchu gets an idea and orders her to lure Allan to their hideout. Fah Lo Suee passes by Allan, letting her see him and drives off, Allan pursuing in his own car. The pursuit ends at one of Fu Manchu's Chinatown hideouts, where the young man is jumped by two Dacoits and knocked out. He is brought to Fu Manchu, who in turn has summoned one Prof. Krantz, an obviously skillful but renegade plastic surgeon. The task; to fashion a mask of Allan's face for Fu Manchu to wear. Working on a sheet of foam rubber, Krantz finishes his work and Fu Manchu dons the mask, becoming an exact look-alike for the dumbfounded Allan, even to the hero's voice; Fu Manchu is also an expert at voice mimicry. Fu Manchu informs Allan that he has a slim chance of living, while he attaches a special bomb to the phone box in the room. If Fu Manchu is captured, he will use Allan for a trade; if not, at 3:30 the phone will ring and Allan will be killed in the resulting blast. Allan is left, tied up, on the davenport in Fu Manchu's study.

At the airport, "Allan" runs into Mary and, though startled at first at running into her, bluffs it and gives Mary an envelope telling her to get it to Sir Nayland as quickly as possible. When Mary leaves, Fu Manchu and Fah Lo Suee depart for the plane that will take them over the border.

Mary delivers the note to Sir Nayland who notes that it is not Allan's handwriting and that it wants him to dial a certain number at three thirty. He checks with the phone company and finds out the address of the subscriber to the number. He and Mary head out there.

Meanwhile, on the plane for Mexico, "Allan" and Fah Lo Suee are gloating over their success in evading Smith. Fu Manchu then desires to make a call to detonate the death bomb. He is connected to the number, but it is busy; at that moment Sir Dennis and Mary are dialing it from a phone booth near the house. Fu Manchu suspects this and is sure of Allan's death.

Inside the death room, Allan, still bound on the davenport, sees smoke coming from the phone box as the phone rings while he struggles to free himself. The room is blotted out in the blast that follows!

No. 7: Vengeance of the Si-Fan

As the phone rings, Allan thinks quickly and tips over the davenport so it covers him, protecting him from the destructive blast. Smith and Mary enter the house later and find our hero, freeing him. At Randolph's office, Randolph says that the segment belongs to an altar in the Temple of the Blind Dragon somewhere in the hills Nihala. Smith realizes Fu Manchu will go to Brahnepuhr, the only settlement near there. Fast action is vital. Smith and Allan will go by clipper ship while Randolph, Petrie and Mary will join them later.

In Mexico, in a sidewalk cafe, Fu Manchu and Fah Lo Suee receive a cable-gram from Crawford informing them of Allan's escape and of Smith and Allan's journey. Fu

Manchu devises a plan and heads off to cable Crawford.

At the clipper ship, Crawford and his houseboy arrive with luggage and a package as large as a cigar box — it contains the Tiger Lizard, a deadly, poisonous reptile. This is Crawford's instrument to kill Sir Dennis. That night, Smith and Allan go to the radio room to see if there is any message for them. Crawford's houseboy sneaks into their cabin and pours a liquid to attract the lizard onto Smith's pillow. That night, the lizard is let into the room and approaches the sleeping Smith. Later, the houseboy comes to take away the lizard but is surprised by a very much alive Smith. A fight ensues and the native is knocked onto the Lizard and killed by its venom. Crawford is with some others attracted by the fight and protests ignorance of the whole attempt. Smith pretends to believe him but he and Allan are suspicious of him.

At Brahnaphuhr, Smith has Wilson, the British Consul, to get Crawford out of his room at the Imperial Hotel on some pretext. Wilson does this, telling Crawford that due to the recent unrest, that all passports have to be inspected. Crawford, suspecting nothing leaves his room. Smith and Allan now put their own plan into operation, with Allan going to Crawford's room to do some snooping. In the course of his search, Allan comes upon a strange Oriental amulet. However, Crawford has finished his business with the Consul and returns to his room before Allan can leave. He first sees a pair of boots sticking from a curtain but finds they are empty. However, Allan attacks him and the two battle it out, with Allan knocking out Crawford, and tying him up. However, before he can sneak out, a messenger from Fu Manchu arrives to guide Crawford to the Si-Fan temple for a meeting of the council. Mistaking Allan for Crawford because of the amulet Allan holds, the messenger insists they must leave now. Allan cannot get word to Smith.

Later, Smith, not having heard from Allan, heads for the Imperial Hotel and sees Crawford, who has worked himself free of his bonds, emerging and hurrying off somewhere. Smith follows the man.

Allan, in the meantime, has been taken to the Si-Fan temple and dons a robe and cowl, which hides his features, as do the others attending. In the council room, he hears Fu Manchu gloatingly inform his followers that the hour of their success is near, now that he knows of the Temple of the Blind Dragon. With the sacred scepter of Genghis Khan in his possession, the people of Asia's hill tribes will believe him the prophesied leader of the Holy Year and follow him in his war to conquer Asia.

Allan is waiting to hear more, but Crawford has arrived at the temple and, donning the robe and cowl, slips a note to Fu Manchu warning him of Allan's presence and where he's seated. Fu Manchu, still talking, gets behind Allan and exposes him, but Allan whips out a gun and starts backing off from the furious Oriental and his group, into the entranceway to the secret panel, through the beaded entrance curtain. However, waiting for him behind the curtain are two Dacoits, ready to strike the death blow with raised swords!

No. 8 — Danger Trail

As Allan backs unknowingly toward his doom, the secret panel entrance to the council chamber opens and Smith appears, having trailed Crawford to the temple. Seeing Allan's predicament, he fires off two shots, killing the Dacoits about to destroy Allan and the two escape. Crawford tries to stop them but is shot by Smith and falls to the ground. Fu Manchu thinks Crawford is dead and he and the other members of the council leave the meeting

room before the authorities arrive. As soon as they go, Allan and Smith return and find Crawford. But the accidental member of the Si-Fan isn't dead, only wounded. They pick the man up and take him with them.

Later, at Fort Branapuh, an army post near the Nihala Hills, Crawford is being grilled by Smith, Allan and Major Carlton, commander of the post, in Carlton's office. Crawford refuses to talk until Carlton offers him safety for evidence. At Crawford's fear of Fu Manchu, Carlton agrees to let Crawford have safe passage to America, half a world away from Fu Manchu. When Randolph and the rest of Smith's group arrive by plane from America, Crawford can return on that airship.

Crawford agrees to the deal and tells what he knows of the Temple of the Blind Dragon. It has a different name now, the Temple of the Sun. Major Carlton knows where it is. Later, Prof. Randolph, Petrie and Mary arrive by plane, and Allan meets them, telling the news of the temple. At the fort, it is agreed Smith and Allan will fly by private plane to the Temple to get ahead of Fu Manchu as quickly as possible. However, all has been heard outside the office by Dangra, one of the native servants, who is a spy for Fu Manchu. He hurries off to tell his master.

At Fu Manchu's headquarters, the fiendish Oriental is told of Smith's plan and Crawford's treachery. Fu Manchu plans to take care of Crawford later, but his first concern is to dispose of Smith and Allan. He gives Dangra instructions. During the night, Dangra sneaks over to the small plane that will take Allan and Sir Dennis to the hills, and smears acid on the strut and control wires. When the acid eats through, the plane will go out of control and crash.

The following day Smith and others are making last minute preparations in Carlton's office when the Major informs them of further unrest in the hills among the tribes. Crawford, who obviously has been given the run of the fort, spots the plane and gets an idea. He sneaks into the plane, starts it and takes off, not knowing he has sealed his own doom! The sound of the motor is heard and Smith and the others rush out to be told that Crawford took off. They rush back in to try and radio Crawford to turn back. Meanwhile, Fu Manchu has radioed the plane and, thinking Allan and Smith are aboard, taunts them with their approaching doom. However, Crawford, hearing this, panics, especially when the acid does its work and the plane plunges out of control toward the ground. Smith and the

SERIAL MAILBAG

Dear Editor:

I'd like to reply to Chris Collier's most interesting comments about "Revisiting 'The Lost City!'" The U.S. Catalog of Copyright Entries (Motion Pictures) does give producer credit to Barney Sarecky and Ben Koenig for "Radio Patrol." However, the credits in the film itself begin: "Sherman S. Krellberg and Joseph Harris present 'Radio Patrol.'" The term "present," of course, refers to the producers or executive producers. In a succeeding card we find: "Associate Producers: Barney Sarecky, Ben Koenig." So the apparent discrepancy is now explained. I have found the Catalog to be an invaluable source of movie information but it is far from infallible. Many chapter titles are missing or else misworded/mis spelled and some of the credits, as we have seen, are just plain incorrect. I find it wise to balance the Catalog with information from other sources whenever possible. As for Harry Revier, I omitted mention of him for two good reasons: the article was already longer than I had originally intended, and I didn't have a lick of information about the man. I recently came across some, including the musical director credit for "Lost City" (the ever-popular Lee Zahler), but let's face facts: John Ford he wasn't.

R. Vivian

(More Serial Mailbag on page 24...)

others, at the fort, hear Fu Manchu's words, knowing Crawford has met his inevitable execution, but by a quirk of fate, ahead of time. Crawford is now frantic in the plane, and moments later, it crashes in a flaming mass in the hills.

Now Smith is more determined to get to the temple and plans to go by car, despite Maj. Carlton's warning. He will provide a driver and guard however. Dranga, skulking outside, is spotted by an officer while leaving to report to Fu Manchu. Allan gives chase and tackles the man as he is about to escape. But two Dacoits appear, while Loki waits on the other side of the wall for Dangra, who gets away from Allan and reports. He then goes back to finish Allan off, while Loki hurls a knife at our hero. But Dangra gets in the way and is killed by the blade. The two Dacoits escape.

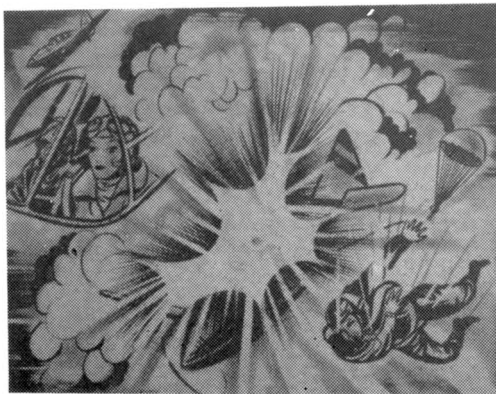
At his headquarters, Fu Manchu suspects that Sir Dennis may still try to get to the temple and has Fah Lo Suee tell Loki to warn the hill tribe leaders to have their men ready for the white men. Within hours as Smith and Allan start off in the government car with a driver and guard, hill tribesmen are alerted (this is sold by shots of the tribesmen riding off, watching the hills — evidently stock from Storm Over Bengal). The car is pursued by a band of hillmen on horses and a running gun battle ensues. Two riders transfer onto the car and attack Smith and Allan. In the fight, the driver is accidentally shot and the car goes out of control, plunging off the road into a deep gorge with Smith and Allan aboard.



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SERIAL GUM



No. 17 *The Adventures of SMILIN' JACK*

What has gone before: Smilin' Jack Martin, American flying Ace is in China trying to rescue his pal, Tommy Thompson, and to beat the Japs in securing the secret of a short route from India to China. Jap agents have been installed in Jack's plane in place of trusted Chinese assistants with instructions never to allow Jack to reach Mandon alive. With Jack is Tommy's sister, Janet who is also a flier. Nearing Mandon, Jack is attacked as a Jap plane approaches on his tail. Janet outwits the Japs but Jack's plane explodes and he and Janet bail out. Jack faces a hideous death. His rip cord has been tampered with and refuses to open.



No. 16 *The Adventures of SMILIN' JACK*

It is early morning. The Chinese plane waits for Jack and Janet. But, the Chinese agents have been abducted and replaced by cleverly disguised Japs who have already stolen the identification papers of the Chinese and the important letter. Suspecting nothing, Smilin' Jack takes off. Nearing Mandon, Jack sees a large Jap plane on his tail. The Jap henchmen in his plane whip out their guns. Janet outwits the Japs by quickly nosing the ship over and they are thrown into a huddle. One of them ignites a gasoline can. There is an explosion. Jack and Janet bail out. Jack's rip cord has been tampered with. His chute refuses to open!



No. 70 *The Adventures of SMILIN' JACK*

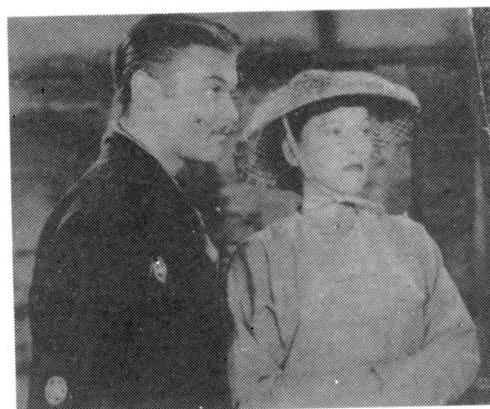
After the battle on the submarine is over Smilin' Jack takes over the radio in an attempt to speak to an American ship or contact a cruising plane. Luck again seems to be with the American. He soon speaks to a nearby freighter. Jack tells the freighter that he has captured a Jap submarine and that he is anxious to get to Honolulu as he has an important Chinese official with him who is on his way to Honolulu on secret government business. The freighter gets Jack's position and starts immediately for the spot.

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No. 21 *The Adventures of SMILIN' JACK*

As the Jap henchmen spirit the governor away, one of them goes in search of Smilin' Jack, meaning to kill the American and thus be rid of him forever. Jack sees the Jap snake first and lands a haymaker on his jaw. Jack and Janet escape to the Jap plane but do not have time to make a get-away as they see the Jap kidnappers coming with Mah Ling. Jack ruins the plane's ignition system and he and Janet escape to the temple of Lo San, the High Priest. The temple is a mysterious building of stone nestling at the foot of a towering mountain.



No. 27 *The Adventures of SMILIN' JACK*

In China Gertrude Miller and Kageyama hear the report from Jap henchmen in China realize that again their plans have miscarried. Their faces become stern as they realize how Smilin' Jack has outwitted them at every turn and that he will undoubtedly return to China with the great secret of the new India road which China so badly needs to help her war effort. "But we shall not give up," says Miss Miller grimly. "The secret shall never reach General Ling, even if we have to destroy this great city. The bombers are waiting my command. "Yes, when cleverness fails," Kageyama sneers.



No. 67 *The Adventures of SMILIN' JACK*

On the sub the Jap captain gives Mah Ling one hour to tell him the Mandon secret. If he refuses to talk at the end of that time he is to be killed. At the end of the hour Jack tells the Captain that Mah Ling will talk but he is so weak he will have to be carried to the Captain's cabin. As crew members bend to pick up Mah Ling from his bed the Chinese official grabs them in a vise of steel. Wu Tan has been substituted for May Ling and he, Tommy and Jack with the help of Wing overcome the Jap crew and take their guns.

From the current motion picture serial released by Universal Pictures Co., based on adventure strip by Zack Mosley.

BUBBLE CARDS

sal. Scenes from the serial were placed on gum cards and sold by the pack with a stick of chewing gum for roughly 2¢ a pack. Tom Brown and Sidney Toler starred in this 12 chapter war chapterplay.

We're sure this is very rare and should please any serial fan. Our thanks go out to Eric Hoffman for digging these cards up for us all to enjoy once again.



No. 74

The Adventures of SMILIN' JACK

As the submarine continues to sink, the German captain gets a new thought. Craftily he decides to make the Americans and Chinese prisoners. Perhaps someone will pay to have them freed...or killed. The captain is willing to collect either way. He orders all sub passengers taken off the sub and confined in the hold until further orders. In the meantime the captain contacts his base on a small unknown Pacific island. "Bringing in important prisoners," the captain advises, "be on lookout."



No. 34

The Adventures of SMILIN' JACK

Impressed with Smilin' Jack's quick-witted action in his behalf, Mah Ling agrees to return to China with Jack and personally give the Mandon secret to the Chinese government. Jack repairs the Jap plane and both Mah Ling and Wu Tan prepare to accompany the Americans back to the Chinese headquarters. Just as Jack is about to take off Janet proves her worth by discovering another Jap in the rear compartment of the plane. The Jap was in communication with someone on a specially constructed radio phone. Jack moves the phone to the pilot seat and picks up the conversation.



No. 29

The Adventures of SMILIN' JACK

The wily Jap has arrived ahead of the Americans and is guarding the door with a machine gun. Disgusted with himself for walking into this trap. Jack's eyes scan the temple door as if looking for help from the High Priest who must have escaped within doors before the treacherous Jap arrived. The Jap moves his gun uneasily as he watches Smilin' Jack. His eyes narrow and his lips show grim as he seems minded to shoot his captives and have it over with. Suddenly, with a spring like a tiger, Tommy leaped forward, knocking up the barrel of the Jap's gun. Smilin' Jack of the same time executes a flying tackle which brings the Jap to the ground, helpless.



No. 10

The Adventures of SMILIN' JACK

Smilin' Jack visits Janet Thompson, sister of Tommy, Jack's flying pal, and is disturbed to learn that Tommy, now in Australian Intelligence Service in China, has disappeared while on a secret mission for none other than General Kai Ling. On the way to Janet's Capt. Wing finds Tommy's No. 1 boy, badly injured. Wing helps the man to get to Janet's apartment where he says that Tommy has been captured by enemies of China and is facing death in Mandon. As he is about to disclose a secret message from Tommy, a knife flies through a window and kills the messenger immediately.



No. 30

The Adventures of SMILIN' JACK

The Jap renegade crumples on the Temple steps. His head hits the stone with a sickening thud. Then the Temple door opens and the High Priest comes out. Just then there is the crack of a rifle and a bullet clips stone chips from above the door. Tommy swings around with the Jap's tommy gun in his hand. He sees the two Jap agents who had tried to murder Smilin' Jack. They are about to fire again. Tommy's gun chatters. Both Japs fall. Smilin' Jack tells Lo San that the government officials have been rescued. As he speaks the guards come into sight with their prisoners.



No. 24

The Adventures of SMILIN' JACK

Smilin' Jack now tells Lo San his entire story. The High Priest is convinced that Jack is telling the truth, particularly when he realizes that the Japs have violated the sacredness of his temple to commit murder. Then as a master stroke, Jack asks for Tommy's gun. He gives it, with his own to the High Priest. "I urge you to send your guards at once to the Jap plane. You will find that what I have said is all true. You have our guns and we can gain nothing by lying. If Mah Ling has been kidnapped it will prove that Tommy and I have been betrayed by Jap tricks."

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"The Miracle Rider"

Chapter 10 — Concluding from last issue

Inside the laboratory at the ranch, Zaroff and Janes are with Metzger. The boss is explaining the formula which turns the X-94 into a powerful motor fuel. Ignorantly, he mixes the wrong chemicals and the laboratory is filled with fumes. Janes opens a high secret panel in order to let in some air and at the same time sees Longboat coming. Zaroff rushing to the panel angrily slams it shut and races to secure the hidden door which separates the laboratory from the tool shed. Longboat dashes into the place and vainly tries to open the door followed closely by Morgan. The half-breed swings a heavy pipe wrench but Morgan's flying tackle sends him reeling into the air compressor. As his elbow strikes and closes the switch the compressor is thrown into violet action, its throbbing note penetrating to the laboratory below giving the alarm. "There is X-94 in it if it's not shut off, they'll be blown to pieces," exclaims Metzger. Tom with a smashing right wallop sends Longboat reeling through the door. Turning quickly he is aware of the threatening hiss of the compressor operating far above the danger mark. In the same second there is a deafening explosion and in the midst of dust clouds and debris Tom collapses.

Chapter 11: A Traitor Dies

Thanks to the wallop that sent him flying far off of the doorway Longboat was uninjured by the explosion. He sees Morgan dazed, if not hurt, soon rises to come after him. Instantly their battle is renewed. Longboat suddenly seizes a bar of iron and swings viciously for Morgan's head. Neither sees that the secret panel of the laboratory has opened and that from within their fight is witnessed by Zaroff, Janes and Metzger. Without a word to the others, Janes draws his gun and fires. Longboat spins around once and his body slumps to the ground. "You've killed Longboat, he is one of our men," exclaims Zaroff, "And why not," Janes says, "as soon as Morgan finds out that we have saved his life, is he going to suspect us as he had done?" Zaroff seeing the point at once, leads the way through the secret passage to the ranch house. For a moment the ranger had been taken by surprise at the unexpected shooting of Longboat, but quickly recovering from his surprise, he kneels to examine the half-breed. Hearing the ranch house door open, Tom raises his eyes, a sharp glint coming into them as he sees Zaroff, Janes and Metzger. Janes still carrying his gun says, "I was in the nick of time, he would have killed you Morgan." "Thanks Janes," says Tom, "you're a long way from home, aren't you?" The trader replies that he was seeing Zaroff about some fencing that he needed. "He is not dead," declares Zaroff, examining the prostrate half-breed. Tom suggests getting Longboat to a doctor. Later, while bringing blankets, Zaroff suggests to Janes that the trader had made a mess of things. "If Longboat talks, we're done for," he growls. "He'll never talk," says Janes. Janes driving the car takes the Longboat and Tom to the half-breed's cabin where with the aid of Ruth and Mr. Adams, Morgan dresses the man's wounds to serve until the doctor comes. Suddenly, Longboat comes to and Ruth asks him if he can see her. "Longboat's eyes see many things now, once they were blind," replies Longboat. Janes quickly urges Ruth not to let Longboat talk, that it might kill him. Longboat reveals that he has been trying to help the white men scare the Indians off the reservation in turn for a promise that they will make him chief of the ravenhead Indians. When Tom tries to question him further, he falls



back and collapses with a coughing seizure. Adams and Janes decide to leave, whereupon Tom suspicious now of Janes decides not to leave Longboat unguarded.

When night falls, Crossman and three thugs, Wolf, Mort, and Bruner, ride into the deep shadows not far from Longboat's cabin. They have been sent with orders from Janes to see to it that the halfbreed will never talk to anyone again. Wolf creeps steadily to the small building and sees Ruth's shadow upon the window. Creeping nearer he sees her smooth the pillow of the narrow bed and turn the lamp low as she leaves. Creeping into the room with a knife in his hand, he moves silently to the bed and plunges the blade into the figure lying there. Quickly drawing the covers aside, he discovers that Longboat is not lying there but a dummy has received his vicious thrust. A hasty glance reveals Tom Morgan in the shadows of the room. Wolf raises his knife to hurl it at Morgan's heart but picking up a chair Tom holds it before him and the blade of the weapon strikes the seat of the chair and sticks fast. Before Wolf can use his gun, a fearful struggle ensues and in a few minutes the gunman is stretched out unconscious. Morgan quickly disguises himself in Wolf's clothes and slips away to the agency office to which Longboat has been removed. There he reveals his plan to Ruth and Mr. Adams to join Wolf's pals and find out who is in back of them. Tom hurries back to Longboat's cabin and joins the three thugs, who alarmed at Wolf's long absence, have ventured toward the cabin. Satisfied that the murderous deed has been carried out, they all mount their horses and ride out to Janes' store. At the store, Crossman is reporting to the trader that Longboat will never talk again when a telephone call comes from Wolf informing Janes how Morgan has upset their plans. Janes tells Crossman to call all the men in to get their pay with the idea that this will bring the disguised ranger before him so he can finish him off for good. Morgan pulls his gun and tells Janes to ditch his gun and not to call in the men. Janes taken by surprise, slowly lets the gun drop from his shaking fingers. "What do you want with me?" he asks in a frightened tone. As Tom calls ranger headquarters, Janes suddenly switches on the light illuminating the room that has been lit formerly only by moonlight. Tom shoots out the light bulb plunging the room again in darkness as Bruner, Crossman and Mort dash towards the building. Tom hearing them coming slams Janes' back against the wall and slips through a door and proceeds up the stairs. As two gunmen follow him up the stairs, Morgan sends a couple of heavy barrels rolling

down on them, knocking them off their feet. Thinking to escape through a window, Tom discovers Bruner watching for him and conceals himself. Seeing him Bruner climbs wearily up and in through the window as Mort approaches up the stairs. In the dim light, they see Tom's hat protruding just above the top of a packing case. Together, they fire as one man riddling with bullets the box and presumably chief ranger Morgan as well.

Chapter 12: Danger rides with Death

When Tom called headquarters, Ranger Rogers answered the phone just at the moment Janes switched on the light. He was just in time to hear Morgan's words, "pretty smart Janes, but it won't work" and the shot that put out the light bulb. "Something has happened to Tom. He is in trouble over at Janes' store." Rogers said to rangers Burnett, McClain and Nash. The next moment, the rangers were on their way to the trader's store. When they arrived, they found the place in darkness, but the sounds of commotion within sends Rogers and Burnett racing to the upper floor, while Nash and McClain guard the exterior. The hat and packing case at which the gunmen have fired is only a trick. The gunmen, however, discover Tom and cover him, whereupon he kicks a small sack of flour into their faces and escapes to a better position. As they search for him, Morgan suddenly swings down upon Mort and Bruner from a hoisting rope attached to the ceiling. Before they can rise, Rogers' gun covers them. The gunmen are handcuffed and taken to headquarters.

Meanwhile, Janes and his clerk have sped away in the trader's car. Beyond the town, Janes leaves the car on foot to hide in the Indian cave, leaving crossman in the car to lead pursuit well off his trail. As he arrives at the hideout, he surprises Chapman and Hatton on guard at the rendezvous and orders them to get in touch with Zaroff to inform him that Morgan is after Janes. Panic-stricken for a moment, Zaroff informs Hatton to "keep him at the cave; if the rangers get him, our goose is cooked." Meantime, ranger McClain has run down Crossman, the clerk, and brought him to headquarters. Morgan convinces Crossman that in protecting Janes, the clerk was putting a noose around his own neck and Crossman admits that Janes is hiding at the cave. During the questioning, Morgan fails to notice that Carlton is casually loafing nearby. As a consequence, when Tom and Rogers leave for the cave, Zaroff receives word from Carlton that the rangers have left and are on their way. "They'll find the X-94 you have hidden there," says Metzger when he hears the news. Zaroff is worried. He orders Morley to go to the cave with the oil truck and hide Janes in one of the tanks in order to get him away. On the way to the cave, Morley sees a new poster on a tree and stops to read it. The state has offered a \$5,000 reward for the capture of evil Janes. Morley takes the poster and when he arrives at the cave, he shows it to Janes, who is more than ever eager to get away. Janes is apprehensive about riding inside the tank but Morley assures him that he will be safe and comfortable. Unknown to Janes, Chapman and Hatton have read the reward notice and have developed a plan to turn the trader over to the rangers, get the cash and be over the border before their treachery is discovered. At the cave, we find Morley trying to persuade Janes that he should not delay getting into the tank, while Hatton and Chapman make a pretense of carrying out some sacks of X-94, which must be taken beyond discovery by the rangers. The two are in the cave, when Morley, impatient to leave, goes in search of them, leaving the trader fearful for his safety. He is still

reluctant to enter the tank. Some minutes later, Hatton and Chapman emerge from the cave and inform Janes that all plans are changed and that they must be off at once. Inducing Janes to enter the hiding place, they then shut down the manhole cover and, leaping to the cab, send the truck roaring away from the cave where Morley lays senseless as a result of a knockout blow. Shortly, Morley regains consciousness and going to the secret phone, informs Zaroff. Zaroff is at first puzzled then furious at the information Morley has given him. "Doublecross me," he raves, "I'll stop them. You clear out of there." As Morley crawls away from the cave, he spies Tom Morgan and ranger Rogers approaching. Hiding himself, he observes Tom quickly entering the cave while leaving Rogers to put the horses under cover. Finding the cave apparently deserted, Tom discovers the pile of sacks and quickly cuts into one of them. "I've never seen anything like this before," Tom says to Rogers who had followed him. "I think they are mining this stuff. We'll take a sack of it and find out what it is." As the ranger return to headquarters, Vining and Wolf are sent by Zaroff to head off Chapman and Hatton has gone ahead on foot to abandoned in a clump of brush. Neither Hatton nor Chapman are in sight. Hatton has gone ahead on foot to notify the rangers that he was ready to turn over Janes for the reward before delivering the captive. Chapman, who had remained hidden with the truck until noticing the two horsemen approaching, has dashed away to some boulders for cover. While Vining and Wolf are trying to figure out why the truck has been abandoned, they hear curious sounds from inside it. Dismounting, they remove a manhole cover and, to their amazement, discover Janes inside the tank. Vining quickly informs Janes of the plot against him and leaving Wolf to attend to both horses turns the truck quickly around and drives rapidly away with Janes still in the tank. When Hatton returns with the rangers, they find the truck gone. "What is this, a trick?" demands Morgan. "I left Chapman here with the truck," Hatton exclaims, thoroughly befuddled at his disappearance. He must have doublecrossed me and got away with Janes." "No, he didn't," exclaims Chapman, coming forward from his place of concealment. "A couple of strangers showed up and forced me to turn the truck over to them." "They went that way" (indicating the direction in which Vining had driven the truck). Turning to his aides, Tom says, "hold these two until I find out if they're telling the truth." "I'm going after that truck." And jumping upon Tony, he starts out in pursuit. From a high point, Morgan spots the truck in the distance slowly making a stiff grade. Drawing nearer, Vining discovers the ranger bearing down upon him; not by the road, but across country. Determining that Morgan is intending to come down a steep bank fairly upon him, he puts the truck motor to its utmost speed and at the same time draws his gun. Tom and Tony slide down a precipitous bank attempting to intercept the truck. Vining takes careful aim and fires, whereupon Tom is hurled from his saddle and Tony comes tumbling down after him.

Chapter 13: The Secret of X-94

Tom and Tony are not hurt and as Vining looks back he sees that Morgan is in full pursuit. Looking at his gun, he realizes with a touch of panic that it is empty. Forgetting Janes, he sets the truck to its top speed. Thinking only of making his escape from the ranger. Vining finally decides to abandon the truck and leaping out of the cab, leaves the big machine to careen wildly into an embankment where it stops tilted at a dangerous angle. Vining shaken by his

leap, rolls down the side of a low cliff into a clump of bushes. With the crash, Janes is thrown with a terrific force against the side of the tank and is barely able to push the manhole cover aside to make an effort to climb out. Half out of the tank, he collapses and is found hanging partially within and partially outside of it when Tom arrives a few minutes later. Hurrying to aid him, Morgan finds he can be of little use to the stricken trader.

Thinking he should telephone headquarters, Tom mounts Tony and speeds away while Vining concealed in the bushes nearby watches him go. At the Indian Agency Office, Tom calls his agents and instructs them to get the truck and bring it and Janes to headquarters. Ruth and Adams are present during the conversation. "Do you think the attacks on the Indians will end now that Janes is dead?" asked Adams. "I'd like to believe that" Tom replies. "But I am sure there is someone else involved." "Someone higher up." "And Janes is not the only one trying to drive my people out of the reservation," Ruth says anxiously. "I'll be able to answer that after I learn how Janes happened to be making his escape in one of Zaroff's oil trucks." "Zaroff's" exclaims Adams incredulously. "Surely, you must be mistaken, Morgan." "Do you think Zaroff knows you suspect him?" Ruth asks. "No, and remember, not a word of this to anybody." "We don't know who might be working with him" exclaimed Tom as he left the office.

Meanwhile, Vining, too, has made his way to the reservation. Knowing of a field phone that Zaroff has concealed in some rocks, he hastens to call the ranch. Zaroff answers the call and Vining reports all that has happened. Zaroff informs Vining to tear out the phone and to get a horse and go at once to the Indian cave. Replacing the receiver, Zaroff says to Carlton "Janes was found dead in that oil truck of ours." A look of terror spreads over Carlton's face. "Hadn't we better clear out before the rangers grab us?" he asks. "Clear out and leave a fortune behind us?" Zaroff snarls. "I tell you there is enough X-94 in that reservation to make me the most powerful man in the world. No, we won't leave. Send some of the men to the cave to move those bags of X-94 before the rangers lay hands on any more of it," he orders. And Carlton leaves to do his bidding.

Meanwhile, Ruth has left the agency office and while making her way to her horse, overhears a voice pitched to cautious tones. Concealing herself, she hears Vining telephoning to Zaroff. When Vining, taking his horse tethered nearby, rides away, Ruth secretly follows. She sees him enter the cave and leaving her horse, trails him. At the mouth of the cave, Ruth hesitates not knowing what dangers might lie beyond. Just then she hears an automobile approaching and knowing she would be seen if she tried to go back to her horse, she enters the cave. A touring car stops before the cave and Wolf steps out while Morley backs the car close to the entrance of the cave to facilitate loading of the bags of X-94. "It's about time you showed up" says Vining. "The boss didn't say anything about us breaking our necks to get here" was Morley's reply.

"Well, let's get the sacks of X-94 out of here" says Vining and leads the way back into the cavern. Ruth hidden in the shadows watches as they begin their task and is astonished to hear the buzzing of a telephone in the gloomy place. Wide-eyed she watches Vining remove a slab of rock and take up a telephone receiver. "Hello, yes, this is Vining;; she hears him say and watches him as he carefully conceals the instrument at the conclusion of the conversation. Vining quickly informs Morley and Wolf

that the rangers are heading toward the cave and orders them to back the car into the cave so they can load it faster. While they are attending to the car, Ruth edges along the wall and uncovering the telephone jiggles the receiver sharply. She hears a sharp response at the other end of the wire, whereupon she quickly replaces the receiver and edges back along the wall again. In a few moments, all the men hear the telephone ring again, whereupon Vining answers. "Nobody called from here I'm sure," he says. "No, they're back at the other end of the cave getting the rest of the X-94. It couldn't have been." Vining is still insisting that no one had called from the cave, when Ruth suddenly dashes to the car and throws it into gear and roars away. "It's the Indian girl, she is getting away with the car" yells Vining. And followed by Wolf and Morley, he runs out of the cave just as Ruth disappears around the bend at breakneck speed. "There is her horse," cries Morley, "grab it." "We can still head her off." At the next moment, the two are off across the country at full speed. As Ruth, driving furiously toward ranger headquarters, rounds the bend, she narrowly escapes running down Tom Morgan and Tony who are approaching swiftly. Rangers Rogers and Burnett in the light truck are close behind Tom. As collision seems inevitable, Ruth gives the steering wheel a sharp turn and the car swerves off the narrow road and plunges over the edge of a steep embankment. With a cry of horror, Tom rears Tony, not realizing that he is dangerously near the edge of the embankment. There is a sudden loosening of earth and light rock and Tom and Tony disappear in a cloud of dust.

Chapter 14: Between Two Fires

As the car careens over the embankment, Ruth makes a spectacular lean and lands unconscious in a heap some distance away. Rangers Burnett and Rogers leap from their truck and hurry down the slope where they find Morgan already on his feet. Together they run to where Ruth lies. "We've got to get her to a doctor," remarks Tom, as they carry Ruth up the embankment to the truck and drive off. Tony struggles up the bank and follows. While all this is going on, Morley and Vining are observing from a safe hiding place. When the rangers are gone, they hurry to the load of X-94 and find that no great damage has been done. Regaining the car, they head for town to the X-94 in the



rear of Janes' store, now unoccupied.

Meanwhile, the jolting of the truck arouses Ruth to consciousness. She asks, "Where am I? Where is the car?" "Where did you get the car and why were those men chasing you?" Tom asked. "At the old Indian Cave, they were filling it with something they called X-94. I ran away with the car while one of them was talking over the phone," answered Ruth. "Phone, in the cave?" Tom asked. "Yes!" replied Ruth. "That's the lead I've been waiting for," Morgan remarks. "Come on, we're going to the cave," he added.

They drive the truck back to the cave and Ruth reveals the hiding place of the secret phone. "We'll find the man we want on the other end of this line," remarks Tom. "And we must see that he doesn't get away," he adds.

Rogers and Burnett are ordered to remain at the cave, and at exactly 2:00 o'clock to press the button to call the party at the other end of the line. Tom and Ruth then ride away on Tony. Not far from Zaroff's ranch, Tom leaves Ruth, apparently unconscious, by the roadside and rides on. As he enters Zaroff's study, he remarks rather breathlessly, "There's been an accident, Zaroff. A girl has been hit down the road. We have to get her to the doctor." "I'll phone Dr. Parkinson," says Zaroff. "We could get her there quicker in your car," remarks Tom. "By all means go ahead, Morgan. I'll be with you as soon as I get my hat," remarks Zaroff. Zaroff concealing his annoyance, picks up his hat and at the same time takes his revolver and slips it into his pocket. "This way," directs Tom mounting Tony and they start toward the spot where he has left Ruth. When they arrive at the spot where Ruth is apparently lying unconscious, Tom remarks, "Hurry her to the doctor. I'll follow on Tony."

When the car turned around the bend in the road, however, he turns back to Zaroff's ranch. Approaching cautiously, he lets himself in a window of the study. As he is searching eagerly for the secret phone, he hears someone coming and retreats behind the door. Carlton enters at the sounds of the regular telephone ringing. Instantly, Tom has Carlton covered. "Answer the phone," he orders, "but be sure you give the right answers." "Hello," says Carlton, over the phone. But Morgan's gun is dangerously near his ribs. "Messages," he continues after a pause. "Why yes." He gropes for words and says desperately, "the oil man is sending our supplies." "Where is the wireless phone that connects with the cave?" Morgan asks when Carlton replaced the receiver. "I don't know anything about a secret phone," replies Carlton, sullenly. "That's your story." Still keeping the man covered, Tom bends over the desk and starts to open the drawer. At that moment he doesn't see Carlton step on a signal button on the floor that summons Metzger. "In five minutes there's a call coming from the cave," remarks Tom, and yanks at the drawer. Carlton moves toward him menacingly. "Stay back," Morgan orders. At that moment he sees Metzger in the doorway with his gun leveled at him. At the next instant, Metzger's gun flies from his hand, as Tom's revolver is still smoking, as Carlton leaps upon him. The ranger's gun falls to the floor as the assailant bends his arms.

Morgan kicks his gun under the desk beyond reach. With a might effort he sends Carlton reeling just in time to meet Metzger who leaps at him. He sends the scientist flying headlong. Tom hears the buzzer and sees the signal light of the wireless phone, knowing it was Rogers calling from the cave and he must answer. No sooner has he disposed of Metzger, and Carlton is again upon him. Carlton is about to fell him with a chair but Tom lands a haymaker and sends him reeling. After tying up his

prisoners, Morgan, with a swift wrench, opens the drawer of the desk revealing the receiving set. As he seizes it, he hears a car screech to a stop outside. "Drop that, Morgan." Tom whirls to face Zaroff. The rancher has come promptly at Carlton's innocent sound report. The oil man is sending out supplies which he has quickly decoded to T O M O S O S. Besides Carlton and Zaroff stands Morley and Vining — their guns at the ranger.

Chapter 15: Justice Rides the Plains

"You'll never be able to use any of your evidence," snarls Zaroff. Before Tom can answer, a buzzing brings a penograph into view with a message from Zaroff's agents. Tom asks that he be permitted a smoke before he dies and proceeds to pour out some tobacco. Zaroff dashes it aside after accusing Tom of trying to blow tobacco in his eyes. The sound of an automobile is suddenly heard. It has been made by Tony, who seemingly is aware that something is wrong; has put his muzzle on the horn of Zaroff's car to summon his master.

As the gangsters turn toward the sound of the horn, Tom seizes Morley's gun and quickly disarms the others. "That's another old trick," says Tom to Zaroff, "but you have to have a good horse to get away with as easy as this." As Tom is herding all the gunmen from the room, Zaroff suddenly swings a high-backed swivel chair so as to knock the ranger's gun from his hand. In the commotion that follows Tom is able to leap through a window and disappear around the house before the others can fire. Turning, Morgan sees the ranger's truck coming toward the ranch. The wireless had brought them at the cave the sounds of the row in Zaroff's study. Tom hastily joins the new arrivals, and using the truck as a barricade, they hold the men in the ranch house as prisoners. An exchange of shots takes place until Morgan orders the firing stopped. "Get me the tear gas bombs," he says. Zaroff quickly interprets the silence, and informs his men that he and Carlton will go through the secret laboratory in order to get behind Morgan. As they leave the room, Zaroff secretly locks the door behind him so that the men cannot follow.

Obtaining a big oil drum, Morgan armed with gas bombs, proceeds to advance toward the ranch house, rolling it before him. When he is near enough, he hurls several bombs through the window of Zaroff's study, where not realizing they had been deserted by the Chief Metzger and the other gunmen hold the fort.

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Zaroff and Carlton, meanwhile, have made their way to the laboratory. Rummaging through Metzger's files, Zaroff finds the scientist's secret formulas. "We can't get away," says Carlton in a worried tone, "Morgan will have every road blocked." "I'll fix that," declares Zaroff, and from the laboratory, he calls the nearest airport and arranges for a plane to land at the shack in one hour.

"There's some X-94 hidden in Janes' store," he tells Carlton. "We've got to get it and go over the border with it." Through the hidden panel of the laboratory they make their way out of doors and escape in an automobile heading for the Janes' store to pick up the X-94.

As the tear gas bombs fling by, the rangers explode in the midst of the gunmen. They are driven down the secret

passage to the laboratory. "Trapped!" exclaims the scientist as they discover the door locked. "Double-crossed" cry the others in gasping voices. "I can't stand it! I'm going to surrender," says Vining, and back again in the study he calls to Morgan. Morgan orders the gunmen out of the house and within minutes they are lined up in the front — hands held high. "Where are Zaroff and Carlton?" demands Morgan. Metzger explains how Zaroff and Carlton have made their getaway and have left them for targets. Leaving Rogers to guard Vining and Morley, Morgan follows Metzger to search the secret tunnel and laboratory. Realizing that the secret formulas have been taken by Zaroff, Tom orders the prisoners taken to headquarters, and mounting Tony quickly rides off intending to take a short cut to his office.

Meanwhile, Zaroff and Carlton having secured the X-94 from Janes' store and are driving at top speed to the place appointed for the plane to pick them up and carry them over the border. Tom riding across country spots the fleeing fugitives and decides to head for a roadwork station which the gangsters will have to pass. Arriving at the station, Morgan quickly dismounts, and rolling a big drum of oil into the road, knocks off the cap. The slippery black fluid quickly covers the roadway, and Tom mounting Tony hides in the brush nearby.

The fugitives are seen approaching at high speed. As the car speeds around a bend, the wheels come in contact with

the oil and a violent skid results. The car comes to a stop and Zaroff frantically tries to get it started. "Would you mind giving me a lift to headquarters?" asks Morgan. Covering them with his gun, Tom orders them to get out of the car when, suddenly, Zaroff gives Carlton a push sending him sprawling against the ranger — at the same instant he starts the car and is off. Tom gives Carlton a staggering blow and knocking him unconscious, handcuffs him to a roadscraper, then dashes after the fleeing Zaroff.

Riding hard, Tom approaches a jutting shoulder of rock around which the road bends sharply, Tom climbs the rock, and as Zaroff drives around the curves, he leaps to the car. The two battle furiously, while the car veers wildly toward a sheet drop over a cliff. "Jump," yells Morgan as he springs to safety. Zaroff, impeded by the steering wheel, is trapped in the car as it plunges down the precipice and explodes in a shower of dirt and debris. Zaroff will never again cause any trouble for the Texas Rangers.

When the Ravenhead Indians learn the truth about the conspiracy to drive them off their reservation, they hold a great ceremonial festival of Thanksgiving. Tom is appointed Director of Indian Affairs, and invites Ruth to go to Washington as his private secretary. Everyone is happy and all ends well!

THE END



More Serial Mailbag

(continued from page 14)

Dear Sir:

I just got a copy of Serial World and found it very enjoyable, but I found out one thing, I would be able to follow the serial's more precise if you could make the chapters in the form of a comic book with pictures and underneath the pictures the story line this way it would be like seeing the serial seated in a theatre the way I remember it long ago.

Yours truly,
Larry Rossen

(Editor) Good idea Larry. Any clever illustrators out there interested in this kind of undertaking?

Dear Editor,

While I admire the work that you are doing to make information available to serial enthusiasts, I must protest the recent synopsis done on **Jungle Queen**.

It contains an inordinate number of spelling and typographical errors, in addition to an alarming number of incorrect data. I am taking the liberty of offering some corrections.

Chapter One: Invitation to Danger — I think that the writer should have begun his synopsis by placing it in its time context, which is the year 1939, just prior to the outbreak of World War II. Moreover, the suggestion that Godac was under Lang's orders is wrong. The judge at the time the story begins is Tongga, who is killed by Maati, while the attention of everyone else is on an execution in the cave of fire. It should also be pointed out that the Mystery Queen of the Jungle is not Lethel, but Lothel. According to Dr. Bork, the name means "White Butterfly."

Chapter Three: The Flaming Mountain — The grammar of the first sentence says that Lothel sets fire to the native village, but it is Chuck who does this. It is important to remember that Lothel's role in the story is always positive. She is never destructive.

Chapter Four: Wildcat Stampede — The closing sentence says that Pam runs from a lion, and that a native hurls a spear at her. Neither statement is true. A lion runs towards Pam, who is too frightened to move, and the scene showing the native hurling a spear occurs in the following chapter.

Chapter Six: Danger Ship — Back in Tambosa, Dr. Bork tells Pam and Chuck that Bob and Jungle Jack have been sacrificed by the Tongghili. But back in the burning jungle, Lothel again mysteriously appears and guides the two men to a canoe at the river's edge.

Meanwhile, Godac is being guarded by two of Lang's henchmen in a cave. Bob returns to Tambosa and Jungle Jack heads back to his jungle compound.

Back in Tambosa, a fake telephone call sends Pam and Chuck to saloon owner, Tambosa Tim, to find out where the knife used to kill Pam's uncle came from. Tambosa Tim sends them to Captain Drake of the Silver Star. During the conversation below deck, a fight breaks out between Chuck and the captain, who is in league with the Nazis, and Chuck is knocked unconscious.

Bob arrives in Tambosa, and while speaking with the commissioner, he learns about the fake call. He retraces his friends' steps until he confronts the captain aboard the Silver Star. Another fight breaks out between the captain and Bob, and one of the sailors releases a net filled with cargo. The load crashes down on Bob.

Chapter Seven: Trip-Wire Murder — Bob sees the falling cargo and leaps overboard. The captain goes below, and knowing that Bob will return with constables, binds and gags Pam and Chuck, then conceals them behind some low panels. After that, he rigs a Mauser with a trip-wire that will kill anyone who comes down the passageway toward the cabin where Pam and Chuck are being held.

Lang tells Maati that, in order to gain Godac's favour, he will have to pretend to rescue him. Lothel counters this move by locating Godac and telling him what has really happened.

Back in Tambosa, Bob searches the Silver Star with some constables, but turns up nothing. Nonetheless, he is convinced that his friends are somewhere on board, and returns to search a second time. By this time Dr. Bork is on board and, unsure of Captain Drake, stabs him. Before she can get to Pam and Chuck, however, she hears Bob coming down the corridor and hides. Now Bob trips the wire and the Mauser goes off.

Chapter Eight: The Mortar Bomb — Bob is warned by a yell from the dying captain and avoids the trap. He then finds Pam and Chuck and frees them. The trio also find papers proving that the ship is being used to haul munitions. When they split up, Bob is captured by the Nazis, who also try, unsuccessfully, to capture Chuck. Pam is caught

in a separate incident in which her police escort is knocked out.

Chuck tricks Tambosa Tim into revealing where Pam and Bob have been taken, but Tambosa Tim is shot by a Nazi confederate before he can give the name of his leader. Chuck speeds to the munitions camp, but Dr. Bork gets there first and fires mortar bombs at the site, determined not to let the arsenal fall into the hands of the English.

Chapter Nine: Death Watch — Bob and Pam escape their cabin-prison before it is levelled. Just then Chuck and the constables arrive. They all return to Tambosa, and Dr. Bork heads back to the Experimental Farm.

Outside the mountain where Godac is being held, Lang is warned by Noma, Maati's aide, that Lothel and Kyba are coming to rescue Godac. Lang has Godac taken to another place, and when Lothel investigates the cave, Maati appears and hurls a spear at her. But the Jungle Queen vanishes before the spear can reach her.

Meanwhile, a supposed courier delivers a fake message to the commissioner, who is not fooled. Chuck follows the impostor to Tambosa Tim's and locates the real envoy. The man is able to give information concerning Godac before dying. Bob goes to the mountain based on this information, but does not find Godac. He does find some marauding lions who have been attracted by scraps of food. He is forced to exit through a cave near a precipice. Trapped, he descends using a vine. But the vine snaps under his weight.

Chapter Ten: Executive Chambers — Lothel throws a rope to Bob just as his vine breaks and he climbs to safety. They Mystery Queen tells him that Godac has been removed to another locale, and sets out to find it. Bob and Chuck head for Jungle Jack's compound. They have let it be known where they are going, hoping to snare Lang and company. Unfortunately, Jungle Jack's natives have left, so that the three of them are left to face Lang and Maati's warriors. But once again, Lothel appears in time to warn them, and they hide in the brush and listen. When the would-be killers depart, Jungle Jack trails them, Bob heads for the Experimental Farm and Chuck returns to Tambosa.

When Bob reaches the Farm, Dr. Bork's foreman tricks him into a fumigation room, knocks him unconscious and turns on the gas.

Just then, Pam, who had asked to visit the Experimental Farm, arrives with Dr. Bork.

Chapter Eleven: The Trail to Doom — Bob taps on the door of the gas chamber, and Pam hears the noise. Dr. Bork, hearing cars approaching, is forced to shoot her accomplice in order to preserve her alias. By now, most of the cast suspects her, and she is aware of it.

Jungle Jack is captured when some of Maati's followers discover him eavesdropping, and Lothel warns Kyba that Maati is coming to kill him. Kyba escapes before Maati's arrival, but is subsequently captured by Lang's agents. Both he and Jungle Jack are imprisoned at the radio station inside the Nazis' main hideout.

While searching the Experimental Farm, Bob and Chuck hear a secret phone and proceed to trace its wires. Pam arrives shortly afterwards and is caught by Lang. Bob and Chuck are followed as they enter a dead-end tunnel. The Nazis set off a charge behind them that seals them in.

Chapter Twelve: Dragged Under — Lothel again appears and leads Bob and Chuck to safety and then shows them the trail that will take them to where their friends are being held. Later she appears before Godac, who is almost dead from torture. He reveals to her the secret of the sword.

On the way to the Nazis' hideout, Bob is spotted by Lang, who gives chase. Chuck manages to escape temporarily, but is forced into a crocodile-infested river.

Chapter Thirteen: Secret of the Sword — The omnipresent Jungle Queen throws some raw meat to the crocodiles. This allows Chuck to get to shore, but by now he is too tired to outrun the natives and is easily captured.

With victory in their grasp, the Nazi agents conduct their prisoners to a place just outside the village of Tong-gara to await judgment, after Maati deals with Kyba. But before Kyba is forced into the cave of fire, Lothel appears and proves that Maati is the traitor. Noma runs to tell Lang that Maati has been killed. Dr. Bork tells Lang to liquidate the prisoners while she goes back to the radio station to destroy all evidence. Lang is killed by Kyba with a Mauser, and Bob and Chuck head for the Nazis' mountain hideout.

Dr. Bork has a time bomb set to blow up the caves, but before she can leave, she is confronted by Lothel. She fires bullet after bullet into the Jungle Queen, but to no avail. Then there is a tremendous explosion after which no trace remains of the Nazi operation.

A month later, a package arrives in London for Bob Elliott, containing a list of German agents from Dr. Bork's records. It is apparent that Lothel has had them forwarded. Back at Tong-gara, the Jungle Queen takes leave of the Tongghili as mysteriously as she appeared.

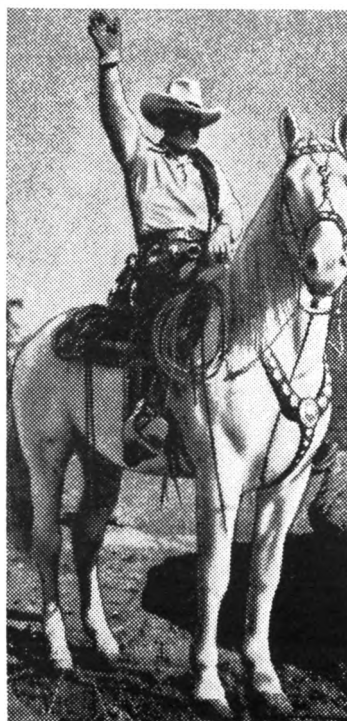
P.S. Two other actors involved in the serial are Oliver Prickett as captain Drake, and Harry Cording as his henchman.

Sincerely,
Geoff St. Andrews

(Editor — Geoff — What can I say, Thank you so much.)



Hello Again



Bob Livingston and Silver Chief in the new Republic serial "The Lone Ranger Rides Again."

Bob Livingston's Hollywood Career Fortified by Omen

The sages say that "coming events cast their shadows before," and the future indeed was broadly hinted to the family of Bob Livingston, the "Lone Ranger" of the screen, while he was still teething!

Bob's father being a newspaper man and his mother a writer, it was logical that he spend some of his early youth in a print shop. One day the family discovered that their pride and joy was cutting his teeth on a slug of type. Further investigation proved that the bit of metal carried one word only: "actor."

Bob has since become an actor of consequence in Hollywood, being featured in Republic's popular "Three Mesquiteers" series, as well as "The Lone Ranger," a serial which struck a new popularity high and, according to box office authorities, was responsible for elevating the prestige of episode thrillers.

The first chapter of Republic's 15-episode serial, "The Lone Ranger Rides Again," a follow-up of "The Lone Ranger," opens at the Theatre.

FACTS FROM THE PRESSBOOK

WORLD TRAVELER

Jinx Falken, leading lady in Republic's "The Lone Ranger Rides Again," Bob Livingston starring serial which is to start its fifteen week local run next at the Theatre, is not quite twenty years of age. Yet, she has travelled more than most people do in a life time. Her father, an engineer, took her all over the world on his travels, thus giving Jinx a valuable and exciting education.

Miss Falken was "discovered" while watching a tennis match in California. Sam Goldwyn, fearing that another company might also seek her services, signed her immediately.

She is a champion tennis player, who finds her only relaxation on the courts, during the filming of a picture.

In addition to Miss Falken, other members of the cast include, Bob Livingston, Chief Thunder-Cloud, Duncan Renaldo, and J. Farrell MacDonald.

MORE LONE RANGER RIDES AGAIN PRESSBOOK MATERIAL ON PAGE 31

2-GUN MAN



Chief Thunder-Cloud, as Tonto in the new Republic serial "The Lone Ranger Rides Again."

RED-MAN SPEAKS MANY LANGUAGES

Something of a linguist is Chief Thunder Cloud, who plays "Tonto" in "The Lone Ranger Rides Again," Republic serial whose first episode opens night at the Theatre. In addition to all the Indian dialects and languages, Chief Thunder Cloud speaks Italian, Spanish, Japanese, Chinese and Hungarian fluently.

Bob Livingston, who first rose to screen eminence as "Stony Brooke" in Republic's Three Mesquiteers series, is cast as the "Lone Ranger." The roster of supporting players includes Duncan Renaldo, Ralph Dunn, Jinx Falken, William Gould, Rex Lease, Eddie Dean, Bob McClung, George Burton, Glenn Strange, Stanley Blystone and Edwin Parker.

"The Lost City"

(continued from last issue)

Chapter Ten: Continued

The struggles of the helpless slaver are interrupted by the most beautiful sound he has ever heard: "Butterfield!" "Manyus!! Save me! Save me! In my pocket — a knife...Thank you!" Set free, the trader gasps with relief at his miraculous deliverance — and shame as memories of his numerous misdeeds against this man and his friends come flooding back. In that instant, liberated from the embrace of certain death by a man with no reason to save him except for the dictates of his own kindly heart, Butterfield is forever a changed man. "I don't deserve this good turn from you, Dr. Manyus...human life is a precious thing. I'm afraid mine's not much good." "Even yours, my son." "...even mine...I'll show ya. I know I've been an awful rotter, but I'll show ya how grateful I can be!" Touched by the old man's reverence for all living things, Butterfield turns too quickly to lead the way and gasps at a sharp pain due to his wound. The doctor is solicitous, but the trader ignores the pain. "We can't bother with that now. C'mon, we've gotta get out of here. Come!" Butterfield is wise to hurry. Not long after they disappear into the brush, Appolyn appears and, discovering the remains of the stakeout, picks up and follows their trail.

Back at the trading post, Bruce is lifting his goblet with Queen Rama in a toast to friendship. "You mean...something MORE than friendship!" "I'm sorry,

Queen Rama...a marriage between us would be impossible." Rama is gripped by a cold fury. "It is the creature, Natcha! Ayoka! Take her out! Give her twenty lashes!!" "Wait!" cries Bruce, "Don't blame her. Blame me!" Rama gets a grip on her emotions and quietly sits down. "...you make me forget myself...let's have another drink." In his concern for Natcha's safety, Bruce fails to notice that Rama has poured his drink from a pitcher she has not previously used. They drink to friendship, but as Bruce drains his cup, he makes a horrifying discovery. "What happened to me?! I CAN'T SEE!!" Half out of his mind with fear, rage, and panic, Bruce attempts to seize and strangle the evil queen, but she easily evades his unseeing grasp and leaves the hut, leaving behind only the vanishing echoes of her devilish, mocking laughter.

Butterfield's years in the jungle have sharpened his senses so that he is able to detect Appolyn and Hugo trailing him long before they see him. The old doctor and he hide until their enemies are out of sight and hearing. "You can come out now, doctor. We certainly fooled 'em this time." "We must find my daughter." "I know right where she is. Leave everything to me Come! This way..."

Her revenge exacted from her reluctant fiancé, Rama now turns her attention to Natcha, whom she considers a hated rival and enemy. "You come — now!" "Where?" "You find out!" Something in her tone reminds Natcha of the lion pit and the shrieking victim. "No, oh no! Please don't take me! Let go of me!" Deaf to her pleas, a couple of burly Wangas force the struggling girl across the compound and onto the folding platform, then lock the door behind her under the watchful eye of Rama, a look of almost inhuman malevolence contorting her features. See-



ing the still-hungry great cats far below her, Natcha shrieks in blind terror. Her only replies are the roaring of the beast and the jeering tones of Rama's derisive mirth as she leaves the horrified girl to her fate. It is not long in coming. Even as the desperate girl seeks a way out of the death trap, the tiny platform begins to lower...

Bruce, unaware Natcha's peril, is still in the main hut trying to devise a way for the two of them to escape Rama's clutches, when suddenly he hears: "Queen Rama send white girl lion pit!" "What?! Who are you?" "Me Kala. You save Kala (author's note: Kala is one of Rama's personal servant girls, who despises the evil sovereign. Earlier, Bruce, then still in Rama's favor, had persuaded the queen not to punish Kala for a minor infraction. This was fortunate for Kala as Rama's punishments, as we have seen, are mostly fatal and the girl is now happy to be able to repay the kindness.)" "Will you take me to the lion pit?" "Kala help. Come!" As they cross the compound, however, neither is aware that another servant is watching their every movement from the shadows of a hut. Their efforts may be fruitless, however, for as the man and the girl hurry to the locked door of the pit, the platform folds silently into the wall and Natcha, clutching only the empty air, begins to drop to her doom as a final, agonized screech rips from her throat!

Chapter Eleven: "Death Ray"

Bruce, guided by Kala, pulls off the bar, yanks open the door, and by sheer luck grabs Natcha by the arms before she can fall out of reach. As he is pulling her out, the other servant woman is hurrying off as fast as she can to report to Rama. "Kala — she take white man 'way!" "He must not escape! Stop him!"

Bruce has forgotten his own problem in his selfless concern for Natcha, but one look reveals his condition to the horror-stricken girl. "Are you all right, Natcha?" "Bruce! Bruce! You're blind!!" Kala, ever practical, hears the sounds of pursuit and immediately hurries them into the jungle. To the vigorous pounding of drums, Rama, upon learning that the fugitives are not to be found in camp, orders her warriors to comb the jungle for them.

Pausing to catch their breath, the escapees are quickly discovered — by Manyus and Butterfield. Manyus hastens to reassure them that Butterfield is now truly their friend and leads the way to a resting place not far off, a concealed cave the trader has been using as an interim headquarters. Butterfield, for his part, backtracks to try to throw the Wangas off the scent. From hiding, he sees a lone tracker ahead of the main party. Quickly strangling the native, he conceals the body, hides in a tree as the Wangas pass by underneath, then rejoins our friends at the cave. Fortunately for Bruce, the trader has the answer to his problem. "I can fix him up. Kala, go get black medicine leaves. When these leaves are boiled, they become an antidote for Rama's blinding potion." While Bruce is being tended, the Wanga chieftain reports to his queen. "No sign white girl, white man." Rama accepts the report with her customary grace. "Get out!!" Bruce is given the leaf brew to drink as the others watch him carefully. Tears spring to Natcha's eyes as the young engineer's impenetrable curtain of blackness gradually lifts and is soon banished. "I think he is going to be alright," observes Manyus. "I KNOW he's going to be all right," replies Butterfield. "Maybe this'll make up for some of the rotten things that I've done." "Oh, it's more than made up for it, Butterfield," puts in Natcha. Bruce extends his thanks and tells him to



forget the past.

Our friends would be far less happy to learn that Zolok has been watching their every move. ‘Appolyn. Appolyn!’ ‘Appolyn listening in!’ ‘I’ve located Manyus and Natcha. In the yellow cave. Go there! Bring them back to the Lost City!’ ‘Yes, Master! — Come, Hugo!’ Butterfield has a plan of action. ‘I’m going to see if I can collect my natives and recapture my trading post.’ Bruce offers to accompany him and Kala volunteers to run interference. ‘Me go first. Queen Rama won’t know Kala help.’ ‘Good!’ replies Butterfield, ‘Go! (author’s note: Our friends are unaware, of course, that the other servant’s report about Kala to Rama is what prompted the speedy mobilization of the Wangas into action.)’ It is decided that Manyus and Natcha will be the safest where they are until the others return. ‘Bruce, I’ll be waiting for you.’ ‘All right, Natcha.’ ‘C’mon, Bruce, let’s go!’ Not long after they are out of sight, there is a new setback. Without warning, Appolyn enters the cave and roughly seizes the girl who is horrified to see her father a moment later in the steel grip of the mindless Hugo. To the accompaniment of Natcha’s screams, the old man vehemently but futilely expresses his outrage. ‘Appolyn! Appolyn! No, no! Let go of her! Appolyn! How dare you?!’ The muscular heavy, his quarry at last secured, grins evilly. ‘Manyus, Master Zolok is waiting. Come!’

The Wanga chief reports to Rama. ‘Our men no come back from mountain of magic. Mebbe white doctor gone!’ Fortunately, she is in a good mood. ‘Go find out! Get out!’ She would be even less civil to learn that at that moment Bruce is silently scaling the stockade to search for the still-imprisoned Jerry even as Butterfield is outlining his plan of attack to his now-regrouped natives. ‘This time, take Wangas by surprise. Fungo! You take men — surround medicine house. I go get Queen Rama trading post. Go now!’ ‘Yes, Bwana!’ Before the orders can be executed, however, Bruce appears with Jerry, having escaped undetected. A moment later, there is a great commotion about the main hut. Butterfield, puzzled but pleased at the diversion, realizes this is his best opportunity for victory and advises Bruce and Jerry to make tracks back for the cave. Bruce protests. ‘But...’ ‘Now, there’s no time to lose. There’s no telling what Zolok might be doing. Bruce cannot argue with that reasoning, but refuses Butterfield’s offer of a native escort. ‘They’d only be in the way. We’ll make it alone. Come on!’

Butterfield launches his attack at once and retakes his trading post with surprising ease and suddenness, due to a total lack of organized resistance on the part of the Wangas. The reason for their unaccustomed docility is soon discovered as Butterfield bursts into the main hut to capture Rama, only to find that jungle justice has been far swifter. The malevolent, self-styled ‘queen’, whose merest whim once meant death and torture, is sprawled awkwardly on the floor, a knife between her shoulder blades. The trader’s gaze moves to the face of Kala, who has emerged from the shadows. Grinning, he says to her only, ‘Good work,’ and, without a second glance at the lifeless remains, turns and leaves the hut. He gathers the captive Wangas into a group and lays down the law. ‘Queen Rama is dead. From now on, I rule here!’ The native chief has other ideas. ‘Wanga no take orders from you!’ Butterfield decides the most effective way to reason with the man is to sucker-punch him, sending him to dreamland with one powerful clout to the chops. ‘Fungo!! See that my orders are obeyed!’ ‘Yes, Bwana!’ With their chief out of commission, the Wangas are quite tractable.

It has taken Bruce and Jerry only a short time to reach the yellow cave. Entering, Bruce finds to his chagrin that it is deserted. ‘There’s been a struggle. We got here too late! We haven’t a moment to lose. Come on! Tell Butterfield what happened. I’ll follow the trail.’ ‘But, Bruce, I —’ ‘Go on! Tell him to follow me!’ ‘All right!’ Jerry sprints at top speed back to the post, arriving just after the chief has been decked. ‘Butterfield! Butterfield! Natcha — and Manyus — captured by the ginats!’ ‘I knew it! Fungo! You stay — watch post!’ ‘Yes, Bwana!’ ‘You Wangas — stay here! All the rest of ya come with me!’

Appolyn is hustling Natcha along the trail, dreaming of the reward he expects to receive from Zolok for the day’s work, when suddenly a savage figure leaps from the brush and clamps its hands around his throat in a death grip. At the sight, Natcha is simultaneously shocked and overjoyed. ‘Bruce!!’ Bruce’s advantage lasts only until Hugo, having released the old doctor, seizes the young man and begins to crush him to death, to the accompaniment of unearthly howls. ‘Stop, Hugo, stop!’ instructs Appolyn. ‘Take him prisoner, too!’ None of them is aware that a pair of sharp eyes has been taking in this entire event from concealment.

A native tracker reports to Butterfield. ‘Bwana! Giants go magic mountain!’ Jerry and the trader decide their best bet is a frontal attack on the Lost City, regardless of Zolok’s TV. At that moment a begoggled, familiar figure, the witness to Bruce’s capture, makes his appearance. ‘Atta boy!’ Jerry is saying ‘Come on; I’m with ya — oh, so it’s you!’ His hostility comes as no surprise to the now-contrite Gorzo. ‘Wait a minute! I’m a friend. I saw Appolyn and the giants taking Dr. Manyus, Bruce, and Natcha to the Lost City. I want to help you.’ ‘How?’ ‘I know a way to get in...through a secret passage.’ Jerry is not convinced. ‘Why, I don’t trust that guy!’ ‘You can trust me! It’s your only chance. Zolok lied to me. I’m no longer his slave.’ Butterfield comes to a decision. ‘All right. We’ll take that chance. But remember, if you double-cross us, there’s five slugs in there...and they’re all for you! Now, lead the way...(author’s note: the reader will recall we last saw Gorzo at the opening to Chapter Nine deserting Manyus and Hugo while on the way back to the Lost City. This action in itself makes little sense. Except for the direst emergency — and none exhibited itself — would the dwarf, so desperate to be tall and strong, leave the one man in the world capable of accomplishing this miracle behind while he went off on some unexplained mission? Unthinkable. Worse yet, would he leave the doctor in the care of a brainless zombie, exposed to the tender mercies of a savage jungle, until he was good and ready to return to them? Impossible! Why, then, did he leave? The story never tells us, but there is a reason. We gain our first clue from the fact that, after Zolok alerts Appolyn to Gorzo’s defection, not one word concerning the dwarf is mentioned by anyone until his reappearance at this point. We find Gorzo suddenly materializing out of nowhere, an enemy of Zolok’s and all set to help the good guys. He says Zolok lied (about enlarging him). How did he come by this knowledge? By wandering in the jungle for two chapters? We know that Zolok has been alone in his laboratory all this time barking at Appolyn over the radio. We do not know that Gorzo has even been in the city since he deserted Manyus. In fact, when last seen, he was headed AWAY from it. Also, there is no reason for Zolok NOT to keep his word. Enlarging the dwarf would take little time, cost him nothing, and forever secure Gorzo’s blind loyalty.

To Be Concluded — Next Issue of S.W.

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The Shadow Serial, Did You Know That, Spy Smasher, Serial Showcase, Serial Mailbag, Ads.

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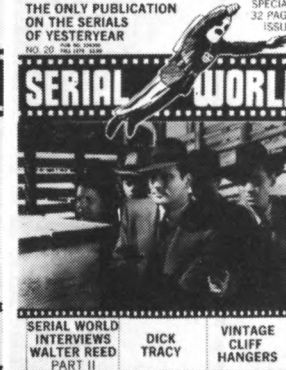
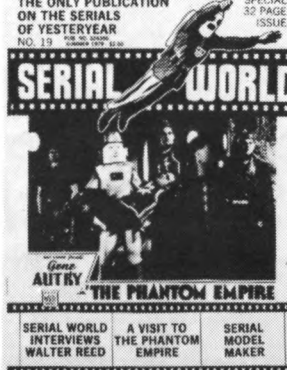
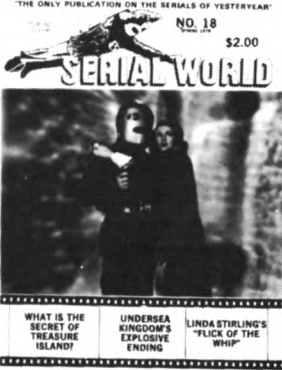
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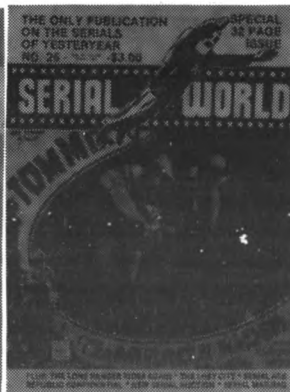
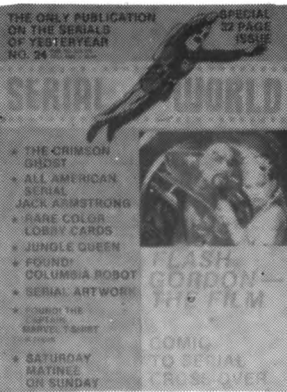
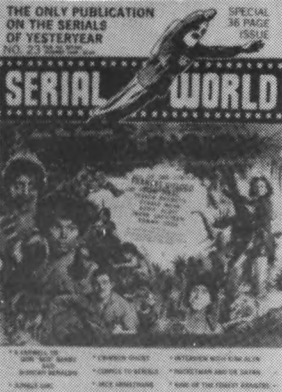
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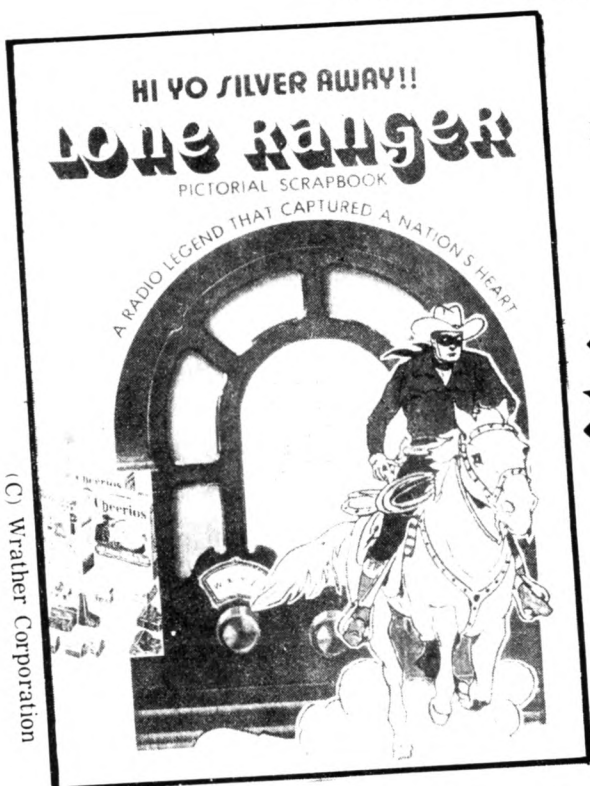
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